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# amiga FORCE

# WW

■ ISSUE 5

■ MAY 1993

## READ ALL ABOUT IT

Dong! *Lemmings* record hits the turntables. Dong! Grandslam games in legal wrangle. Dong!

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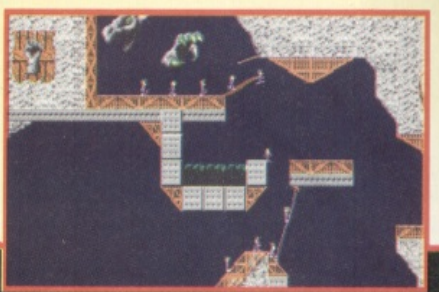
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AF ■ MAY 1993 ■ ISSUE FIVE ■



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36 more cheats and level codes to add to your collection. We supply the dotted lines, you supply the scissors!

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**impact**  
MAGAZINES

Creating  
90s  
reading

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■ COVER BY Oli Frey.

ABC

## PS SECTION

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Glorious maps of *Rick Dangerous 2* and *The Chaos Engine*, plus illustrated tips on *Sleepwalker*, *Zool* and *Lemmings 2*!





# READ ALL ABOUT IT!

Ding ding, all change please! The results of last issue's reader survey have begun to trickle in, and already one thing has become abundantly clear — you want us to rate the games! Our original intention was to let the reviews speak for themselves, and stick to the policy of covering only good-quality games. The reasoning behind this was twofold. Firstly, we were breaking the mould by going out without coverdisks, and felt that if we were going to make a point of being different we may as well go the whole hog and be really different. Secondly, we figured that readers bought the mag to find out which games were worth buying, not to discover which releases were best avoided. Surely reviews of real duffers were just a waste of space? Apparently not, from what we've managed to glean so far — you want the lowdown on everything that's released, not just the best of the bunch.

Well, your wishes have been granted. Bigger full-price reviews start this very issue, as do the ratings boxes. So far, these are the only two changes we've made, but by the time we hit the streets with the next issue the final results of the survey will have been collated, so who knows...

Meanwhile, I suppose I should do the decent thing and explain how our ratings system will work. We know for a fact that our readers are all of above-average intellect (you bought this mag, didn't you!), so I'm not about to insult your intelligence by donating a full page simply to illustrate something so straightforward. Basically, then, it's like this: we award marks out of five for Presentation (the packaging, instructions, in-game options etc.), Lastability (will it be gathering dust after a week, or should you stock up on midnight oil?), Graphics (obvious) and Sound (ditto). Then, after a lengthy session each, all team members award the game an overall mark out of 100; the final percentage mark is then calculated as the average of all of 'em. Slap in a few details like price, number of players, distributor etc., and round the whole thing off with a general comment that acts as an at-a-glance guide. Simple, really, and all taken care of in under 100 words!

May The Amiga Force Be With You

Steve Shields  
Managing Editor

*Steve*

## ZOOL COINS IT IN

**G**remmlin Graphics, creators of the best-selling *Zool — Ninja Of The Nth Dimension*, have teamed up with Bell-Fruit Manufacturing to create *Zool — The Coin-Op*.

One of the first computer games to be converted to coin-op format (instead of the other way round), the arcade machine is encased in its own custom-built cabinet and features around 100 levels of nonstop platform action.

Although it closely resembles the computer game in graphics and gameplay departments, the coin-op has a whole host of additional features — so Amiga-owning Zoolophiles will love it!

*Zool — The Coin-Op* will hit the arcades this Summer. Check it out!



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excellent!

99%

## PINBALL WIZARD

**D**igital Illusions, creators of the illustrious *Pinball Dreams* and *Pinball Fantasies*, are currently working on the third title in the series for 21st Century Entertainment. Again taking the genre to dizzy heights, *Pinball Illusions* will feature multi-ball, a common facet of 'real' machines involving more than one ball on the table at a time. The mathematics involved in tracing ball movement are incredibly complicated with one ball, so including two or more is extremely difficult. Also on the cards are data disks offering more tables for *Pinball Fantasies*.

*Dreams* has currently shifted around 115,000 copies, though many of these were

## SUICIDAL SYMPHONY

**C**omputer-mad musicians Digital Reality are set to take the charts by storm with *Lemmings*, a racy rave based on our furry friend's second outing.

The record will be distributed by the mighty EMI, and features KLF backroom-boys Nick Coler and Ian Richardson. With *Lemmings 2 — The Tribes* currently being hyped to death, the record's prospects are pretty good.

'It's not a crap record like that horrible *Tetris* thing or the putrid *Super Mario* disc', said a Psygnosis spokesperson. 'This is a heavenly pop/dance crossover'.

So will it cut the mustard? All will be revealed on its 26 April release date, on 7" and 12" single, cassette and compact disc. So far, Steve's the only one to have heard it (Psygnosis's PR supremo gave him a sneak preview on his in-car cassette deck), but his the only comment we've managed to weedle out of him regarding the song was "I bloody hate rave music..." Sorry!



## E-I-ADI-O!

**N**ews just in from Europress Software, publishers of top quality Educational programs on a variety of formats. *ADI Junior* is their latest creation, and it's been designed to aid 4-5 and 6-7 year-olds with their counting and reading skills. Various easy-to-use lessons are featured on the disks, which aim to entertain as well as educate. A great idea, it's just a pity they didn't have this kind of thing when the A-FORCE crew were at school — we don't have a problem with the writing (as you can see!), but when it comes to adding up who owes what for the coffees each day the accounts department are usually called in to break up the fight!

If you're an Amigaphile with rug-rats of your own, look out for *Junior ADI* in the shops soon...



## DS DREAM ON...

packaged with the Amiga. 'We're delighted', said Andrew Hewson, 21st Century MD. 'Everyone loves the games — we've had registration cards back from users over 60 years old!'. Who says computer games are for kids?



**21<sup>ST</sup>**  
CENTURY  
ENTERTAINMENT

## IT'S A FAIR COP...

Those in the London area hoping to go the **All-Formats Computer Fair** at Sandown Park on Saturday, April 24th... don't! The event will be held at the Novotel, Hammersmith.

Due to an organiser's error, the wrong venue appeared on one-and-a-half million '£1 Off' vouchers, tens of thousands of advance tickets, countless adverts and numerous press releases.

Once again, if you're going to the **All-Formats Computer Fair** on Saturday, 24 April, go to THE NOVOTEL, HAMMERSMITH, not Sandown park. They're well worth a visit, so hopefully everyone will get there in the end.

## NEWS



## DESPERATELY SEEKING SOFTWARE?

Are you pulling your hair out looking for long-deleted titles? Are you desperately scouring computer shops for a long-forgotten classic of yesteryear? Are you persistently told 'It's no longer available — try the car boot sales'? You are? Then fret not, help is at hand. Capri Marketing and its retail outlet Computer Cavern have a huge range of stock, including a phenomenal amount of deleted Amiga software.

'We support software for most machines,' said proprietor Richard Gandy. 'These include the Oric, Vic 20, C16, Dragon 32 and even the ZX81, for which we have over 50 titles!'

With stock like that, the good ol' Amiga shouldn't pose too much of a problem, should it?

Don't take our word for it — if you're busting a gut searching for a game, give Computer Cavern a ring on 0628 891101 and ask if they've got it. Their prices are pretty keen too, so you could be in for a double surprise.

## SILICA PRICE-SLASHING SHOCK!

One of the UK's largest stockists of computer hardware, Silica Systems, have dropped the price of the stand-alone 1 Mb A500 to an incredible £199, with the A600 coming in at £249. A 2Mb version of the A500 for a mere £229 is also available, including the Zool software pack (*Pinball Dreams*, *Striker*, *Transwrite* and *Zool*).

Alternatively, you could go for the A500+ Cartoon Classics pack for £229, which features *Lemmings*, *The Simpsons*, *Captain Planet*, and *Deluxe Paint III* as well as the *Zool* compendium.

For more information, check out the ad elsewhere this ish, and anyone worried about rip-off cowboy outfits needn't fret — Silica have been supplying nearly all our hardware needs since Issue 1, and their reliability has never been in question...

## GIVE IT SOME STICK

Is that really a joystick? It looks like something you buy from one of those backstreet shops with grimy windows and 'Over 18s Only' signs on the door.

The *Logic 3 Free Flight* is a free-standing stick that uses analogue optical switching, allowing movement that's not restricted by the stick's casing.

Designed by two former pilots, Pete and Doug Horton, the *Free Flight* should prove especially useful for flight sims. Whether or not it's as good as a decent analogue stick remains to be seen, but at £39.99 a throw it's certainly more expensive.

**Amiga**  
**FORCE**

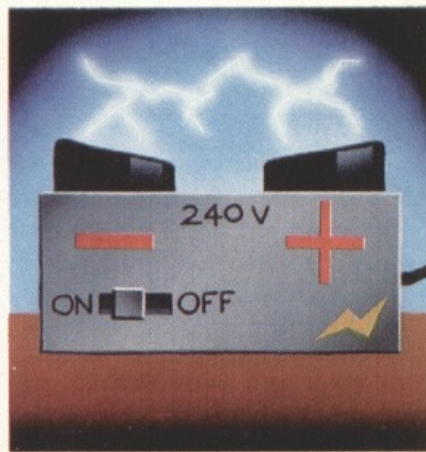
GARETH FOSTER



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## NEWS

### KAPOW! CRUNCH! BIFF?

Beyond Belief launch their assault on the 16-bit market with a conversion of the 8-bit arcade adventure, *Biff*.

Featuring a cute little chimp as the main character, you must guide him through umpteen screens of platform problem solving in the *Dizzy* mould. The puzzles are always logical and the object needed for the next puzzle flashes before you pick it up, reducing frustration levels and making it perfect for younger players.

*Biff* is coming to a software emporium near you — soon. Look out for a full review in a future issue of AMIGA FORCE!

### THE AGE OF EXCESS

Grand slam Video's latest releases, a puzzler in the *Lemmings/Troddlers* mould and a vertically scrolling shoot-'em-up, have been delayed by a legal wrangle.

Both *Stone Age* (the puzzler) and *Lethal Xcess* (the blaster) were written by, and copyrighted to, Eclipse Software and are currently the subject of a dispute regarding ownership. Hopefully the legal guys will sort things out so we can all get to play 'em.

### THE BIG BREAKFAST

### MASTERBLASTER MAYHEM!

### TELEPHONE TIPS

Each month in AMIGA FORCE, Ben The Boffin (of Channel 4's *Big Breakfast* fame) tips the game of your choice. Casting your vote couldn't be simpler: Simply pick up the phone, dial the number relating to the game you'd like Ben to tip for next issue, listen to the message... and that's it! Calls cost a really rather reasonable 10p or less — which is cheaper than a stamp — and the game that gets the most votes receives the Boffin treatment.

Channel 4's Master Blaster computer games lot can be seen on the Big Breakfast, Mondays and Thursdays, at 7.45am.

### THEY DO RUN, RUN (on the A1200)

Digital Integration have been busying themselves testing their products on the A1200, and proudly report that the following are fully compatible:

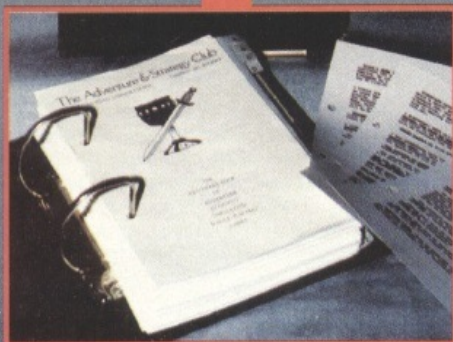
<b>ACTION 16 PREMIER</b>	Operation Fireflight
Operation Combat	<b>COXTEL VISION</b>
F16 (New Version)	Ween
<b>ACTION 16 SUPREME</b>	Goblins 2
Flight Of The Intruder	Goblins
Falcon	Fascination
Operation	<b>ACTION 16 CLASSIC</b>
Counterstrike	Supaplex
	North & South

### MORE HUMANS

For anyone who's completed that prehistoric save-'em-up, 'The Humans', and is after more of the same, you'll be pleased to know that Mirage are set to release 'Humans — The Jurassic Levels'. The pack will be available in two different formats. An upgrade, to be used in conjunction with the original game, will consist of 80 new levels and retail at £19.99. A stand-alone game will also be on sale for £29.99, including not only the new levels, but the original game as well. Can't say fairer than that, can you.

Starting where the last game left off, the expansion pack finds your tribe someway down the path of evolution with fire, the wheel, ropes and various other gadgets all well and truly discovered. Hence, the difficulty level starts someway higher, but this won't worry hardened Humanitarians who've conquered the original. Basically it's the same game as before. If you liked it then, you may well want to check this out.

### A MONUMENTAL TAASC



Fans of adventures, war games, RPGs, strategy and flight sims etc should check out *The Adventure And Strategy Club*, an organisation dealing with all manner of games for the more cerebral gamer.

Members receive a bimonthly information pack (hole-punched for filing in their snazzy green binder), featuring news, reviews, solutions (full and serialised), tips, articles, maps... in fact, it has everything you'll ever need. They also operate a free swap-and-buy service, telephone helplines, postal solution service (with over 1,000 on offer), and a great discount scheme. All formats are covered, especially the Amiga and other 16-bit machines.

Membership of the *Adventure And Strategy Club* costs £24 a year, and if you use our exclusive discount coupon you get a binder (worth £7.95) FREE!

So if you've shelved your copy of *Monkey Island* 'coz you're stuck and there's no one to help, join *The Adventure And Strategy Club* — you know it makes sense!

To enrol, send a cheque/PO for £24 (payable to THE ADVENTURE AND STRATEGY CLUB) to The Membership Secretary, 17 Sheridan Rd, London E12 6QT.

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# BODY BLOWS

amiga  
rAVE!

Team 17, £26.99

It's strange but despite the power of the Amiga it still lacks a really first-class beat-'em-up. *Street Fighter II* made a fair stab at gaining the accolade but a few quirks here and there, combined with the tricky way certain moves were accessed, detracted from its appeal. In that game's mega-hyped wake strides *Body Blows*.

It doesn't take a genius to realise where the inspiration behind this one-on-one head-breaker comes from. Ten characters are on offer, from ninjas to street hoodlums as well as the obligatory girly. She's hot on looks but you wouldn't want to meet her on a dark night, believe me. If you're more conservative in your outlook there's even a psychotic businessman.

Choose from single one/two-player bouts or the tournament mode — in which up to eight human players can compete for the championship.

Game parameters can be tweaked to your satisfaction on the options screen. Bouts can be over a single round or best of three, with energy bars for each character showing strength remaining. These are replenished at



It's not very often that a clone of a successful game can supersede the original but *Body Blows* does just that, cracking *Street Fighter II* right where it hurts — the playability! The amount of combatants and the varied fighting techniques add one massive lot to the tried-and-tested beat-'em-up formula. Executing the special moves is easy thanks to the well-thought-out control method, and discovering these moves is a joy in itself: you'll be lost for words one moment and reeling in laughter the next. At first, the graphics appear washed out and limp, but the blinding speed more than compensates for this. The victory cries and in-game grunts are some of the best speech effects I've ever heard; each flying kick and hard punch landed results in a highly satisfying thwack sound. Solo fighters are up against a lasting battle but it's the two-player mode that has to be one of the best around at present. Your collection will leave home if you don't buy this — make sure you do.

CHRIS

**Street Fighter Who?**  
Team 17 have used all the elements that made *SF2* such a hit, but dropped the bad bits.

DAN  
BOSTON USA  
HAS LEARNT TO CONTROL  
RAGE TO PRODUCE BOLTS  
OF PURE AGGRESSION



DOUG  
LAS VEGAS USA  
FOR WHAT HE MAY  
LACK IN BRAINS, HE  
MORE THAN MAKES UP  
FOR WITH BRAWN!



JUNIOR  
LONDON UK  
BANNED FROM LEGAL  
BOXING, HE INTENDS TO  
SHOW THE WORLD JUST  
WHO IS THE CHAMPION!



KOSAK  
MOSCOW RUSSIA  
THIS ELECTRIC RUSSIAN  
WOULDN'T WIN ANY  
SPRINT RACES, BUT  
WITH HIS STRENGTH, WHO CARES!



LORAY  
SHADLIN CHINA  
HE SHOWS THE WAY  
THROUGH BUDDHISM, WITH  
HIS TECHNIQUES OF AN  
ANCIENT SHADLIN MONK





the end of each round. When energy reaches zero the round ends. You then get a very *SF II*-esque piccy of the vanquished character looking somewhat bruised and battered, together with a self-satisfied message from the victor. Rounds are timed at either 60 or 90 seconds (your choice). In the event of both characters still standing at the end, the winner is determined by energy remaining.

## Instinctive controls

What set *Street Fighter II* apart from regular beat-'em-ups were the unique special moves of each character — all well and good with a joystick and the billion buttons of the arcade machine. When translated onto the home computer, however, the programmers opted for an odd multi-movement control system, eg down-diagonal-forward-fire for a certain move. Each character in *Body Blows* has 12 (sometimes 13) offensive manoeuvres available to him/her as well as normal jumps, crouches, etc. These are painlessly (though not so

painless for the other guy) activated by a single joystick position with or without fire pressed. When in the air, a range of flying kicks and punches becomes available with similar simplicity of control. While most moves are unique to characters, each one has an extra-special move accessed by holding down the fire button (the length of time required depends on the character). Lots of the

game's initial fun is derived from simply experimenting with the fighters' super-moves, which make *SF II*'s look positively pedestrian by comparison. One of the most graphically impressive is the Ninja's super-shadow, turning

him invisible and rendering him extremely hard to hit: all that can be seen is a faint shape causing the background to go slightly 'swimmy' as it passes.

## Fast and furious

Graphics are crisp and, though not exactly awesome, they do the job well enough. Still, if you want this kind of speed you have to make

sacrifices. I jest not when I say slower characters are quick but the fast ones are supersonic!

An excellent soundtrack and loads of crystal-clear sampled speech keep your eardrums bouncing merrily along. Some of the catch phrases the characters come out with in victory are guaranteed to raise a smile, not to mention adding heaps to the atmosphere.

As an example of the genre, there is little to fault in *Body Blows*. You may tire of the one-player game as initial novelty begins to wane but, behind Renegade's superlative *Sensible Soccer*, this is easily one of the most agreeable head-to-headers about. Full of violence, full of style.

*Body Blows* topples *SF II*'s precariously balanced crown and it ain't no no pretender. The king is dead, long live the King!



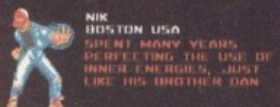
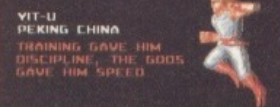
**TIP TIME!** Don't rely too much on the special moves: they take a long time to activate, during which your opponent can attack freely.



■ And I thought *Street Fighter II* was good! Well, it was an excellent conversion, but *Body Blows* simply blows it away. Team 17 have studied rival beat-'em-ups closely and made sure their game doesn't make the same mistakes. For instance, in a lot of fighting games (including *Street Fighter II*), once you knock your opponent down you can easily beat him to a pulp as he gets up. In *Body Blows*, however, you're not permitted to attack a downed opponent straight away, so at least he's got a fair chance to recover. This makes for less frustration, as does the way a cowardly, constantly defending opponent has his energy reduced — no more nipping in for a quick attack and running away till time runs out! And though the characters' special moves are truly spectacular — including the Ninja's brilliant 'stealth' effect and Kossak drilling himself into the floor — they're not as dominant as in *SF II* (Guile's Sonic Booms made him almost invincible), as they take longer to activate and can still be avoided. With such attention to detail throughout, *Body Blows* is the best beat-'em-up yet.



■ The A-Force team's fave body blower, Ninja sure is one mean dude. Total mastery over the mystical powers of Ninjutsu make the man in black possibly the most formidable adversary: His disappearing act has to be seen to be believed! (Come again? — Ed)



**BODY BLOWS**  
**TEAM 17**  
**£26.99**  
**1/2 PLAYERS**  
**BEAT-'EM-UP**



■ The best beat-'em-up yet — even better than SNES *Street Fighter II*.

**92%**





If you like a little thought with your action, you can't go far wrong with an arcade adventure. JAMES PRICE extols the virtues of some of the better games on offer...

# ACTION ADVENTURE

## FIRST SAMURAI

■ Ubi Soft

■ Raffaele Cecco (the man behind the *Cybernoid* and *Stormlord* games) dealt his ace card with this superlative trip into the future. Although the plot is of a standard breed (master killed by demon, pursuit through future to avenge his death etc) the gameplay's as compulsive as it is enjoyable.

As well as the large exploration and puzzle-solving elements, there's also a neat beat-'em-up sideline, enhanced further by the addition of a magical sword. Graphically, *Samurai*'s top-notch, with a host of enemies ranging from other martial artists to body-hugging leech-creatures somewhat reminiscent of the Face Huggers from the *Alien* films. It's as action-packed as you can hope for, with never a dull moment. The icing on the cake is that you can pick it up with the brilliant *Mega-lo-Mania* in one package. Believe me, you'd be a fool to miss it...



## ROBOCOP 3

■ Ocean

■ How can you accurately define an arcade adventure? In my mind it's always been a game that requires exploration, a little thought, and a fairly large combat element — with hands-on control of your character being essential. *RoboCop 3* may be a borderline case (its mainly first-person perspective is not usually associated with the genre) but it certainly deserves to be mentioned, because it's such an excellent game.

As I've already mentioned, *Robo 3* uses a first-person perspective that's quite a departure from its platform-orientated



predecessors — and I defy anyone to not be amazed by the excellent 3-D graphics.

With the various sub-levels (ranging from



## ANOTHER WORLD

■ US Gold/Delphine

■ Perhaps the only word that can describe my reaction on first seeing *Another World* is 'awe-struck'. Fantastic, well-animated graphics with an astonishing variety of full-screen, atmospheric film sequences to set the scene — it just has to be seen to be believed.

The one thing that makes it so special is the frenetic gun battles. Shooting the living daylights out of opposing aliens while desperately trying to escape is an integral part of the game, with the plot twisting and turning as you progress. It's rather like watching a decent action film — although the ability to participate beats anything its distant cinematic relatives could ever manage.

My only criticism would be that there's not enough of it, and what there is seems to be needlessly over-difficult at times. The use of pass-codes enhances playability tremendously, but be warned — it's a little too easy to complete. I can guarantee you'll want to do it again, though...





# N AND NTURE

FEATURE



## SHADOW OF THE BEAST 3

### ■ Psygnosis

■ The third (and final) game in the *Shadow Of The Beast*

series took the excellent graphics of its rather unplayable predecessors and incorporated a new element — a game. After all, if we're honest about it, *Beasts 1* and *2* were merely graphical demonstrations with very little enjoyable action.

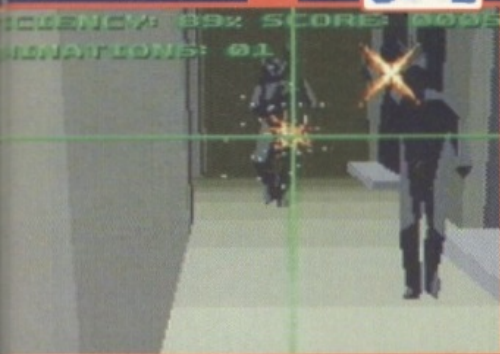
Psygnosis more than made up for previous mistakes with this recent epic. Sporting a host of puzzles requiring lateral thinking and inventiveness, *Beast 3* shows just what the Amiga can do. The mainly graphical nature of the puzzles makes for some of the most imaginative situations I've seen in a computer game. For example, at one point you attack a village, although you can't get through it because of a spiked trap on the opposite side. However, with careful positioning of a pig carcass found frying at the centre of the area, you can lure an 'orrible beastie to an untimely death underneath the spikes (leaving you safe to continue). You then plunge headlong into the next problem...



car chases to saving hostages to a flight section) each having their own atmospheric soundtrack, you find yourself totally engrossed. There may not be a great deal of object manipulation, but if it's action with exploration you want (and a host of ways to get it), *RoboCop 3* is the future of law enforcement.



EFFICIENCY: 89% SCORE: 100%  
KILLATIONS: 61



## WRECKERS

### ■ Audiogenic

■ *Wreckers* places you in charge of a fairly large space station besieged by hordes of parasitic aliens. To repel the attack, you need to use the various objects and ship facilities found while exploring the isometric corridors and rooms. With three characters under your control and a group of programmable droids, life becomes particularly hectic as wave after wave of 'Plasmodians' (as they're known in the trade) try to destroy the complex.

Arcade sub-games also play a large part in the action, as you attempt to shoot, suck or burn the attacking blobs into oblivion. Should one of your characters be overwhelmed by the aliens, he'll become an indestructible Super-Plasmodian capable of destroying anything with the greatest of ease. This is where *Wreckers* scores highly, because you feel you're actually controlling the direction of the game. Again, I'll use the word 'atmospheric' — because that's exactly what it is.





## SPELLBOUND DIZZY

### CodeMasters

It had to happen — I mean, how could you have an arcade-adventure roundup without a Dizzy game? *Spellbound Dizzy* is by far the best escapade the little egg has had, with colourful graphics and the usual (if improved) Dizzy gameplay.

It's not really worth relating the plot, suffice it to say that our Diz has to save the Yolkfolk from the standard terrible fate. Along the way he has to collect and manipulate various objects, while communicating with (and getting rid of) certain other characters.

It doesn't push the Amiga to its limits, and neither is it astounding in terms of originality (this type of game thrived on the 8-bits), but the unique charm of CodeMasters' cartoon hero is undeniable. Perhaps the game's only flaw is that there's a little too much wandering back and forth.

It's not a classic by any means, but you'd be as mad as a March Hare if you haven't at least looked at it yet.



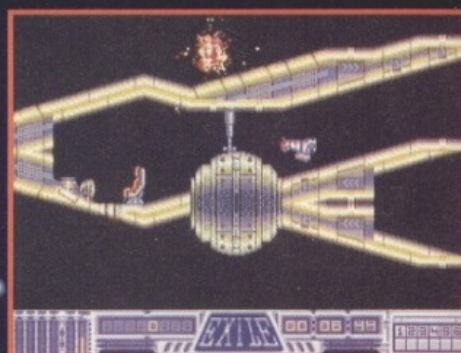
## EXILE

### Audiogenic

Although people have criticised the initially awkward control method, I still maintain that *Exile* is one of the best adventure-orientated blasters around. With over 600 screens' worth of scrolling area to explore, and a host of puzzles and aliens to solve and destroy respectively, you'll be hard pushed to find many better. Right from the start, you can't deny the quality as you enter the vast underground caverns, dodging the asteroids crashing into your spaceship's hull.

The options available are quite phenomenal. As well as the usual pick-up/drop capabilities there's a host of other features, including the ability to disengage your character's jetpack, specify a position to teleport back to, scroll around the screen area to see nearby threats — really, I could go on for longer, but it would make the review owe more to shopping lists than roundup recommendations.

*Exile* is the game to get if you like your action a little more involved than usual. The ability to save your position also makes for greater lastability — gone are the days when you'd get so far only to meet the same, untimely ending.



## PRINCE OF PERSIA

### The Hit Squad

This prince is quite a perplexing case. To be honest, it looks like he used to be a toad, got kissed by a princess and the transformation stopped prematurely. Nevertheless, *Prince Of Persia*'s a very enjoyable romp, with a royal young lady to rescue (perhaps he wants to finish what he started?) and a tight time limit to do it in.

The game has appeared on innumerable computer formats (even the Sam Coupé!) and its reception on each has been consistently welcoming. People have raved about the excellent sprite animation, as he runs, jumps and pulls himself up onto platforms with exceptional fluidity. However, the rest of the flick-screens tend to be a little drab in appearance and the repetitive nature of the puzzles tends to diminish the initial impact. Sadly, the main core of the game revolves around finding pressure pads to open entrances, arcade timing skills while jumping gaps, and the occasional sword duel with a turban-clad assailant. While the fights are fun, I feel they're too far and few between — and the rest of the action tends to be a little samey.

On budget, though, it's a steal — if just to see that animation.



## ASSASSIN

### Team 17

Platform shoot-'em-up or arcade adventure? Another borderline case that involves exploration through hands-on control, but does that make it a platform game? Personally, I'd say it just scrapes through as an arcade adventure, as there's no fixed path for you to travel in later levels.



# MERCENARY

## ■ Novagen

Despite its first-person perspective and flight-simulation overtones, *Mercenary's* a classic arcade adventure. With acres of city (and surroundings) to explore, a plethora of objects to utilise or manipulate in conjunction with others, and a truly intense atmosphere, Paul Woakes's three-dimensional world is engrossing from the beginning.

After crash-landing on the remote planet of Targ, it soon becomes obvious that your situation is dire at its best, with a crippled craft at your side, a planet stricken by a terrible war and a serious lack of funds in your hired killer's trouser pockets. Fortunately, your initial location is near an airfield, where a rudimentary plane can be brought to make travel quicker and easier.

The freedom given to you in your search for riches and a convenient escape route was a revelation in its time: still to this day *Mercenary* can't fail to impress. It's easily one of the most absorbing games I've played and a valuable addition to any software collection.



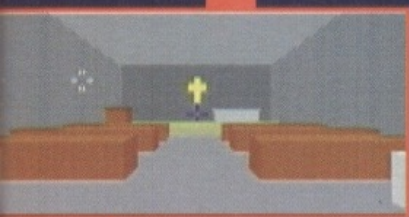
# CASTLE MASTER

## ■ The Hit Squad

Of all the Freespace games, I found *Castle Master* the most compulsive. The 3-D graphics are far more suited to a 16-bit environment — the 8-bit versions were too slow to be enjoyable.

Exploring the (seemingly) endless labyrinths is particularly enjoyable. Whereas previous Freespace games had involved a little too much wandering about, *Castle Master* gives you a lot more to do. Also, the mouse/keyboard/joystick control method makes for easy movement and a minimum of fussing around, so dispatching the occasional nasties and manipulating objects are both a piece of pie.

If you haven't seen any of the series as of yet, you'd be a fool to not take a look at *Castle Master*. It's by far the fastest and most involved Freespace game, and now available for a mere £7.99 on rerelease.



# MYTH

## ■ System 3

After seeing *Myth* on the 8-bits (and being rather impressed by it) I was looking forward to seeing how the Amiga version could improve on the theme. How astounded I was! With great depth of gameplay, each level plays (and looks) different to the last, with fantastic graphics and sound offering more than you'd usually expect from anything other than an arcade machine.

From the beginning in Hades, through time to the days of ancient Greece (and beyond), you can't deny the quality. If you've ever wanted to chop off Medusa's head, this is the game for you. But strangely enough, not everyone seems to enjoy it as much as we have in the AMIGA FORCE office. I can't see why not — with the ability to continue play while soldiering through the varied (and original) levels, it should have been universally awarded with the 'classic' title it deserves. If you haven't at least played it once, have a try.



It's a strange game, though, being in places excellent and in others feeble. For a start, your main weapon is a rather poor set of boomerangs. While these can be improved by collecting plentiful power-ups, I still think they're a bit weedy for a game like this. On the plus side, the Assassin is one of the most agile sprites I've ever controlled, with the ability to hang from ceilings, climb walls, and leap huge chasms: all

controlled with the greatest of ease.

If you weigh up the pros and cons, you'll probably find *Assassin* a meaty challenge to get your teeth into. Okay, so the bad guys move in predictable patterns and the supposedly 'special' weapons aren't so hot in actuality, but the graphics are excellent and the action thick and fast — what more could you want?



# FEATURE

# GODS

## ■ Renegade

The Bitmap Brothers yet again spoiled the Amiga-owning fraternity by giving them this superlative platform-based adventure (only now just appearing on the consoles). With power-ups aplenty and many an opportunity to use them, it can almost be said that it lives up to its holy name.

*Gods* is one of those games where a tight difficulty level proves to be one of its greater assets. The lasting challenge is also complemented by the use of a password system: something I believe improves a game no end. While it can't compare to, say, the graphical excellence of *First Samurai*, or the atmosphere of *Another World*, it still scores highly with its general slickness and thoughtfully designed levels. If I had to criticise anything, it would be that the excellent Nation XII music doesn't play throughout the game — a pity really, as it would have added a lot.





## THE ADDAMS FAMILY

### ■ Ocean

After avoiding the film like the plague (I really disliked the TV series) this excellent platform affair surprised me with its attention to detail and sheer playability. Roughly following the plot of its cinematic counterpart, *The Addams Family* casts you as Gomez, exploring the family mansion (and surrounding countryside) to find and free your imprisoned relatives.

Even though it lacks the fantastic backgrounds of the SNES version, *The Addams Family* is easy to get into, and there's a massive amount of screens to explore. With any luck, we should see it out on budget sometime this year, so look out for it (you'll be a right 'nana if you don't).



## BARBARIAN 2

### ■ Palace

Whereas the original *Barbarian* was a simple, one-one-one fighting affair, its sequel is a far superior romp with a large element of exploration added to the gruesome combat. With four large levels to explore and a never-ending supply of opponents to do battle with, there's certainly enough to keep any violent adventurer happy for a while.

One of its shortfalls, however, is the rather shoddy graphics. Whereas the 8-bit versions were praised for their large and detailed visuals, the Amiga version doesn't inspire a similar response. Fortunately it doesn't have too much of an adverse effect on the hack-and-slash gameplay.

The value it represents as a budget game is enough to soften the blow of any criticism levelled at it — just don't expect another *First Samurai*...



## HEAD OVER HEELS

### ■ The Hit Squad

Before my now-enlightened days of Amiga ownership, I had a Spectrum. You may snigger, but there were some astonishingly good games available for it. One of them was an isometric 3-D affair, going by the unusual name of *Head Over Heels*.

I played it for weeks after weeks, and still maintain it's one of the best computer games ever. Oozing character from every well-programmed pore, *Head Over Heels* is undoubtedly the best example of the genre I've played. Up until recently, I'd never been acquainted with the Amiga version, but I'm sooo glad I am now. Like its older incarnation, it's a phenomenally enjoyable romp, and I'm forever puzzled that so many people haven't heard of it (let alone played it).

If you haven't got a copy, I advise you to run quickly to your local software emporium and get one. You won't regret it.



## DAMOCLES

### ■ Novagen

Despite being the sequel to the tremendous *Mercenary*, *Damocles* is an undeniable improvement. In addition to better-looking graphics, it features a much larger game area and more missions to undertake.

Again, the atmosphere is great, complemented by the fact that should you complete the main game (there are several ways) it doesn't just end like that. Instead, other opportunities are put your way to right wrongs, wrong rights, and make a bit of cash into the bargain. In terms of gameplay, it's fairly similar — although more involved — than the game it surpassed, and every bit as much a classic.





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Unlike drinkers of McEwans it's not what's going down but what's coming up that interests the oracle-like AF previews section. MILES GUTTERY puts telescope to eye and scans the horizon keenly for future delights.

## LITIL DIVIL

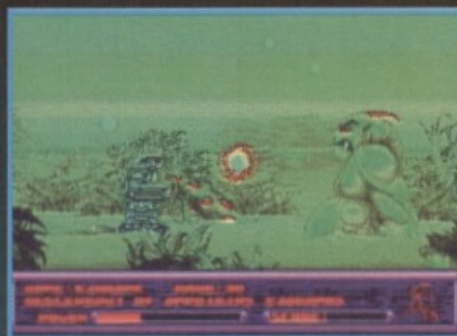
### ■ Gremlin

About to be launched upon us is one of the oddest heroes in computer-gaming history: Morris Axel-Ansell Dopolopagus — Mad Mo for short. All kids have dreams. Some dream of flying, some of walking on the moon. Nothing so bland for Mo though. At the grand old age of ten he began to put into operation his master plan. A plan that would make history. Mo was convinced of the existence of Atlantis and he meant to find it. Of course, all great explorers have a weakness. Indiana Jones's was snakes and Mo's was a total failure to get to grips with unassisted personal aquatic exercise with natural submarine buoyancy (he couldn't swim): a distinct disadvantage when in search of the fabled continent lost forever beneath the waves.

Grudgingly he changed his plans instead to the slightly drier surroundings of the lost city of the underworld, Terratis, the entrance to which was, by way of a coincidence, in his cellar.

While pondering his next step he idly sipped from a pool of water on the floor (don't try this at home, kids). Horror! Before he could say 'Oh no, a strange transformation is occurring', a strange transformation occurred. Peering at his reflection, he was alarmed to note he had become Litil Divil, a curious horned creature with little wings and big jowls. Help Mo return to human form by guiding him safely through the labyrinth of Terratis, solving the devious puzzles along the way. Only then can he reach the fountain of normality and rediscover his looks.

Five levels and 50 puzzle rooms will be easing their way onto eager Amigas everywhere in the not-too-distant future. See if it makes a splash when we review it soon.



# JUST A THE CO

## METAL MUTANT

### ■ Games Worth Playing, £9.99

It was the machines! Even after *Terminator 2*, the human race didn't learn its lesson and built an all-powerful computer to control its affairs. Predictably the thing decided people were an unnecessary inconvenience and embarked on a plan of annihilation.

Set in the far future, you play the part of the rebel commander, Kenrae. In a last-ditch attempt to save humanity, you've agreed to have your brain removed and inserted into a huge robotic body capable of transforming into different shapes for different situations. The basic robot is a good all-round fighter. Some situations, however, call for more firepower: luckily a quick tap on the joystick turns you into a formidable tank.

Unfortunately its firing circle is limited, so



## ALFRED CHICKEN

### ■ Mindscape

The slightly misleading title may not prepare you for the fact that *Alfred Chicken* is concerned with exploits of the clucking kind — more specifically, one particular chicken (or should that be rooster?) called Alfred. The



# ROUND CORNER

PREVIEWS

## CRYSTALS OF ARBOREA

### Games Worth Playing, £9.99

New budget label GWP are sticking their little fingers into a variety of pies as they prepare to launch a plethora of original and rereleased titles imminently. By contrast to the arcade action of *Metal Mutant* (also previewed this ish), *Crystals* is a fantasy RPG, set in a land cast in the evil shadow of Morgoth, Lord Of Chaos. To defeat him the player takes control of six characters. The motley band can be customised to suit your requirements, with three different types of character on offer. Warriors are best at fighting, wizards are skilled with magic, and rangers are a football team... sorry, I meant very agile! Fighting is calculated via the characters' various attributes, so using the 'flee' option is important.

We are promised more than 16,000 locations packed with puzzles and a full-size blow-up map to help you plan your tactics. Will you split your team or keep them together?: it's up to you. Ten quid is a small price to pay for such depth, if the game lives up to its promise.

with another tap you become a fearsome fire-breathing mechanical dinosaur.

From the unfinished version we've seen, *Metal Mutant* is a novel blast/beat-'em-up with a strategic aspect in deciding which is the best machine for the job at hand. Puzzles are also thrown in for good measure, keeping the grey matter ticking over. It should turn out to be a fine blast for thinking maniacs at an affordable price.

## DESERT STRIKE

### Electronic Arts

At last, the eagerly awaited Amiga incarnation of the smash Sega Mega Drive hit, *Desert Strike* is nearly ready for review — in fact, we've been absolutely guaranteed a finished copy in time for next issue!

So far we've seen a great deal of the game and, we must say, it looks (and plays) terrific! Major improvements over the console version (apart from the obvious ones like price, etc!) are the interlevel movie sequences which explain areas of the plot; they've been redrawn using a 32-colour palette so they look better, and run faster; plus the Amiga's ability to show a full 64 colours on-screen during the game enabled the programmers to include better smoke, shading and shadows. Wow!

For those who don't know, the game has the player piloting a chuffin' great combat helicopter, and the various missions which need to be accomplished are based on real-life scenarios from the Gulf War. Sick? Possibly. But playable? Find out next month!

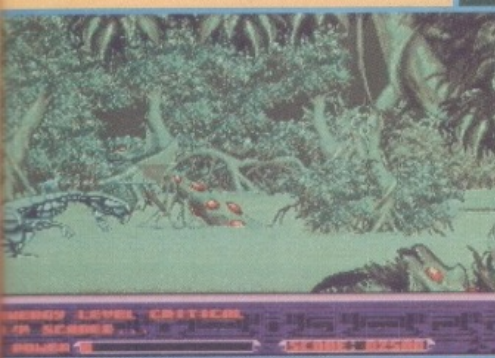
Get in your chopper and prepare for some desert warfare: we'll show those cruddy console owners who's boss!

awesomely nasty Meka-Chickens have nicked his girlfriend and toy fire-engine and done a runner.

How someone who plays with toy fire-engines has managed to get a girlfriend, I don't know, but that's the slightly suspect story behind what is possibly the first commercially available poultry simulation. Take control of Alfred across eleven levels of 'hidden rooms and power-ups'. How does one go about powering up a chicken? —the mind boggles.

Nevertheless Mindscape promise not only addictive platformy leapings but also a generous dollop of laughs. We await with worms on our tongues (baited breath). It takes a lot to make the stony-faced AF team smile but that's just the kinda guys we are.

Will Alfred ever see his darling again? Has his fire-engine put out its last imaginary fire? Only you can decide when he eventually makes his way to Amigaland. Expect chicken-based frolics around September time.





## COMBAT AIR PATROL

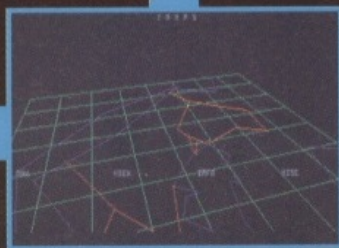
### ■ Psygnosis

**T**his flight sim is all set to become a landmark for the genre. Two planes are available: the F14 Tomcat and F18 Hornet. Both flying from the USS Theodore Roosevelt, they are different machines designed with different practical applications in mind.

The battle zone is Kuwait just after the Iraqi invasion, and carrier-based jets have the job of spearheading Operation Desert Storm. The safety of hundreds of thousands of men on the ground rests in your hands. Choose to fly either a single mission or begin a full campaign against the amassed forces of Saddam Hussein in this epic air-combat experience. For the ultimate action two Amigas (with separate monitors) can be linked for simultaneous play. In this case player two takes over as the wing man, a role handled by the computer in one-player mode.

At the time of writing, the most complete version of the game is still looking rather unfinished in many respects. Obviously though, a couple of copies have slipped through a time warp from the future as certain Amiga rag(s) are already carrying alleged full reviews. The copy we saw was clearly still in development, hence we deemed appropriate no more than a preview. How anyone can gain a full appreciation of such a complex game from 20 minutes with an unfinished demo is quite a mystery. Call us old-fashioned but we at AMIGA FORCE like to play games before putting pen to paper.

Remember - you might not read it here first, but at least you get the full story!



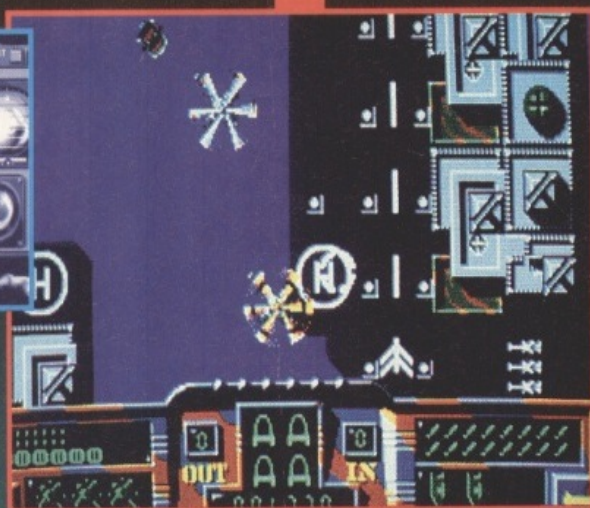
■ **Relive the Gulf War!**  
Yes, *Combat Air Patrol* is yet another game that's got it in for Saddam. And with the ability to link up Amigas, the dotty dictator hasn't a chance!



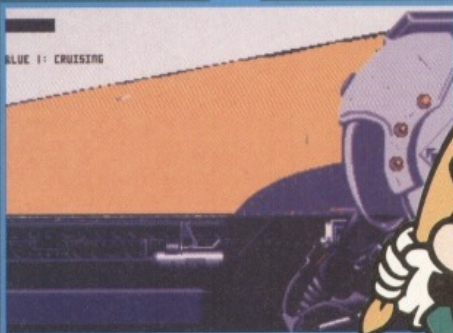
## FIREHAWK

### ■ CodeMasters, £19.99

**N**o holds barred in this all-out blasterama soon to emerge from the Codies stable. The Firehawk of the title is a state-of-the-art combat helicopter and yes, you get to fly it. Your job is to rescue paratroopers dropped over the Lafia islands to combat powerful drug barons. Seven tough missions over various 360° scrolling baddie-packed landscapes need to be completed, with over 30 different power-ups to help you on your way. Programmed by the Oliver Twins (they of Dizzy notoriety) from their own NES game of the same name, *Firehawk* offers subtlety amid the bloodshed. Strategic planning of missions will be important to avoid running into overwhelming enemy firepower. *Firehawk* should be blazing a trail onto the shelves soon.



■ **After all those Dizzy games, the Oliver Twins have obviously cracked up and gone blasting mad in this egg-ceedingly violent fry-up.**



## MARIO IS MISSING

### ■ Mindscape

**A**t last Nintendo have given in! Mario is to make a belated appearance on the trusty Amiga. Mindscape are the dudes who've done the impossible deed with *Mario Is Missing* under development as we speak. We've promised a series of 'edutainment'



Darn! Where's that brother of mine got to this time?

programs over the next few months, though what that means is anyone's guess at this point. Apparently Bowser and Koopas (Mario's greatest adversaries) have kidnapped the mustachioed one and, fed up with Marioworld, are stealing treasures from Earth. Not just any treasures, mind you. We're talking

about the likes of the Sphinx, Big Ben and the Mona Lisa. You take the role of Mario's brother Luigi, in a daring attempt to rescue your chubby relation while thwarting the plans of Bowser and Koopas. You travel to 19 different cities from New York to Paris as you search for clues to Koopas's whereabouts.

April is earmarked for this momentous release so keep ya ears to the ground for more information. Alternatively keep reading AMIGA FORCE; it's more hygienic.



## LOTUS 2 AND HARLEQUIN ON BUDGET!

**G**remlin are set to rerelease two of their finest titles on their GBH budget label (£9.99). *Lotus Turbo Challenge 2* is still on of the best 3-D driving games on the market. It successfully took the terrific two-player head-to-head action from the original and added faster smoother and more detailed graphics with no loss in speed. Other improvements were the varying driving conditions, fog, night-time, etc and a full-screen display in one-player mode. Incidentally it was also a darn sight better than the disappointing *Lotus 3*.

Also on its way back is the classic platformer *Harlequin*. With 23 levels and over 1,000 screens it was roundly applauded by all who surveyed it. Now for a mere tenner this great game should be snapped up as soon as it hits your local stockist.

Full reviews of both titles in the next AMIGA FORCE.



## PREVIEWS

## SINK OR SWIM

### Zeppelin

**I**n the beginning there was *Space Invaders*. Then and ever since, the vast majority of computer games have involved the mindless slaughter of one species or another. Be it alien, mineral, man or beast, we could feel comfortable in the knowledge that killing it would increase the old score counter — a good character-building exercise if ever there was one. Then came *Lemmings*. The packaging contained the now-legendary motto, 'The producers accept no responsibility for loss of sleep, hair or sanity'. This was not, however, due to the fiendish puzzles in the game, as many thought. The vast increase in numbers of gamers being admitted into mental institutions was for one simple reason. No-one could get their brains round the fact that a game existed which involved the avoidance of violent death. The save-'em-up was born. More recently, games like *Trodders* and *Krusty's Super Funhouse* have continued the tradition.

We've only seen a demo so far but *Sink Or Swim* seems to combine the larger, more attractive graphics of *Krusty's* with the nail-bitingly manic gameplay of *Lemmings*. A mouth-watering prospect, I'm sure you'll agree.

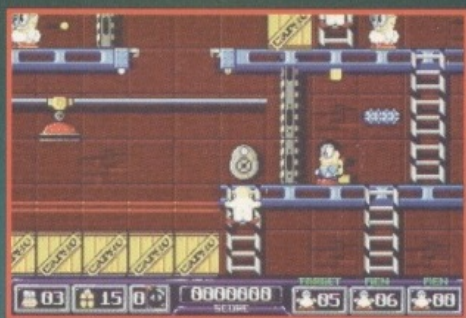
Don your best daring-rescue trousers when the full game reaches us (soon, we hope).

## SIMLIFE

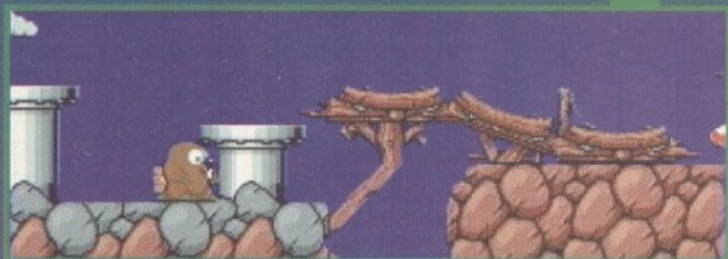
### Mindscape

**F**irst there was *Sim City*. People were staggered at the game's depth as you were given the power of the president to build the city of your dreams. The follow-up, *Sim Earth* stunned the gamesplaying public into silence. Take the role of creator and guide a new planet from being a smouldering chunk of rock in space to a high-tech, space-age world. Now comes *SimLife*!

Become an absolute god as you take control of life at a genetic level. Mutate and create the perfect life form through the game's six scenarios. Simulated ecosystems, evolution, food chains, and animal behaviour offer you the ultimate challenge. Obviously joystick junkies aren't going to find too much in *SimLife* to entertain them, but if you think you know where God went wrong you may do well to keep an eye out when this one makes its grand entrance. You won't even have to wait till the next ice age (unless you decide to create your own, ahem).



**■ Yet another furry animal gets the cutesy platform treatment. These beavers will have you at it all night!**



## BEAVERS

### Grandslam

**I**t's been a while in coming (the game was advertised long before last Christmas!) but, from what we've seen so far, *Grandslam's Beavers* looks like it could well have been worth the wait.

A so-cute-you'll-be-very-ill platformer boasting a variety of different graphical styles, the game also features some supremely slick animation and a whole lot of humour.

Seventeen levels have been assembled so far — many of them requiring vastly different skills to complete — but the programmers haven't decided as yet what order to put them in or, indeed, exactly how many levels there will be in all. Plot-wise we're completely in the dark (like you really care anyway, huh?), but we can tell you that a good deal of leaping is involved. Secret rooms and hidden passages also play an important part of the game, the only question now is: Will we have a finished copy in time for review next month (and, perhaps, how many of our rivals will use the little we've seen to gain an 'exclusive review'?).



1

■ **Prognosis** ■ **£29.99**



## COMIC RELIEF

■ Ocean ■ £25.99

2

**SPECIAL EDITION '92**

■ Team 17 ■ £10.99

3



4

# PREMIER MANAGER

■ **Gremlin** ■ £25.99

TIME PLAYED 90:00		SUNDLAND		1 (1)	
OXFORD UNITED		2 (1)			
11622 OT NUMBER					
PLAYER	SHOT	TACK	PLAYER	SHOT	TACK
WELSH	0/0	0/0	WELSH	0/0	0/0
WILLIAMS	0/1	0/1	KEV	0/0	0/0
WELSH	0/0	0/0	BOAL	0/0	0/0
SHOOT	0/0	0/0	SEMM	0/0	1/12
LEWIS	0/0	0/1	FAVES	0/0	0/0
WELSH	0/0	0/0	ROBERTSON	0/4	0/16
BEUDENMAN	0/1	1/13	GLORIDGE	0/4	0/11
WELSH	0/0	0/0	WELSH	0/0	0/14
FORD	0/1	0/9	KILMURRAY	0/2	0/6
ROBERTSON	0/0	0/0	ROBERTSON	0/2	0/6
PEMSEY	0/0	0/0	WILLIAMS	0/2	0/6
WILLIAMS	0/0	0/0	WELSH	0/0	0/0
WELSH	0/0	0/0	BOAL	0/0	1/1
TOTALS			HOME AWAY		
POSSIBLE TIME			49 57 40 53		
ATTENDED TACKLES			83 103		
SUCCESSFUL TACKLES			83 103		
SHOTS ATTENDED			8 23		
SHOTS			10 0		
ROCKERS			0 0		
ROCKERS OFFS			0 0		
PLAYERS INJURED			0 1		

5

# STREET FIGHTER 2

■ US Gold ■ £27.99



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# BUDGET BARGAINS MURDER

## Kixx, £9.99

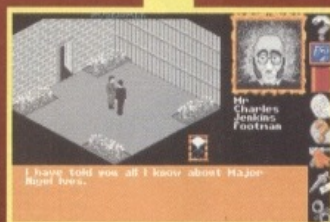
**H**ere's one for all you Agatha Christie fans out there! If you fancy yourself as a bit of a Poirot/Miss Marple type, *Murder* boasts an incredible three million (approx) murders which need solving. You're an amateur sleuth who happens to have arrived on the scene of the crime ahead of the police. You have two hours to unravel the mystery before Scotland Yard arrive to take over investigations.

First up, the appearance of your 'tec can be customised to your liking then select the

address and date of the dirty deed. Finally choose from four skill levels ranging from novice through to super sleuth. The game proper begins with your character standing over the limp body of the murder victim. Here you're given the name of the deceased along with time and cause of death.

**“Endless wandering and searching”**

Move the detective, via a mouse, around the isometric rooms, being careful to search for objects providing possible clues. Certain items will yield fingerprints. These can be compared to prints found at the scene of the crime, helping to indicate the murder weapon.



## The interrogation game

There's always a fair few house guests and servants wandering around. All should be questioned as to their, and other people's, movements at the time of the crime. Character interaction and manipulation of objects

is easily achieved by selecting the appropriate icons situated around the game window.

The crime's solved by finding the murder weapon and identifying the killer. When you believe you have enough evidence, collect the weapon and locate your suspect. Clicking on the arrest icon will bring up one of two screens, each in the form of a newspaper story: either a congratulatory headline (crime solved) or an article describing what a bungling incompetent you are.

Playing not unlike that old chestnut of a board game, *Cluedo*, *Murder* doesn't really offer much more in the way of depth. Played with a monochrome screen display which hardly heightens interest, the endless wandering and searching is destined for tedium very quickly. If you're an avid crime buff it may hold some appeal, otherwise steer clear. *Cluedo* with a few friends is far more enjoyable (and that's saying something).



## YOU'LL KIXX YOURSELF!

(...IF YOU DON'T ENTER THIS COMPETITION!)

### EVERY KIXX GAME REVIEWED THIS ISSUE MUST BE WON!

- |                        |                 |
|------------------------|-----------------|
| ■ F19 Stealth Fighter  | ■ Murder        |
| ■ Fire & Brimstone     | ■ Ninja Remix   |
| ■ International Soccer | ■ Outrun Europa |
| ■ M1 Tank Platoon      | ■ Pirates       |
|                        | ■ Shadow Dancer |

Yes that's right! One lucky reader stands to win all NINE of this month's Kixx releases, while TEN runners-up can select the game of their choice from the list. Generous to a fault as ever, the Kixx crew foolishly decided to leave the question up to us. So...

To be in with a chance just answer this tough question:

**What is your name and address?**

Jot your answer down on a postcard (or the back of sealed-down envelope), and send it — along with your choice of runner-up prize — to: WHO AM I? COMPETITION, AMIGA FORCE MAGAZINE, IMPACT MAGAZINES LTD., LUDLOW SY8 1JW.

The entries will be drawn from a suitable receptacle on the 18 May, if yours ain't in it... you'll Kixx yourself!

## FIRE & BRIMSTONE

### Kixx, £9.99

**A**sgard, home of the Norse gods, is under threat from the evil Hel. Only one thing for it — send in the mighty Thor! A sideways push-scrolling platform blaster, *Fire & Brimstone* bears more than a passing resemblance to that ageing classic *Ghosts 'N' Goblins*. The bearded main sprite could be Arthur's long-lost brother: they both use a variety of weapons found en route, including a completely useless oojit that fires in an arc, they're well-matched for leaping ability and their throwing arms move equally quickly. Even the backdrops look the same! Unfortunately this is where it all goes horribly wrong — the key to *G 'N' G*'s success was its endearing simplicity, which the authors of *Fire & Brimstone* have abandoned in favour of some dodgy arcade-adventure elements.

**“Dodgy arcade-adventure elements”**

gives you extra height on your jumps, fires a bolt of lightning or illuminates dark rooms. You've no choice in where you use 'em — they're necessities without which you can never get past certain hazards. Nothing wrong with that, but they're quite hard to find in the first place, slowing down the game considerably and making the fast-firing main sprite look hopelessly out of place.

*Fire & Brimstone* is both good and original, but the bits that are good aren't original and the bits that are original aren't good.



**TIP TIME!** Hit the bird in the tree: he will drop a potion.

### You're fired!

The first monster you meet is a big, blue giant who's asleep when first spotted — try to kill him and you're dead, so instead you just walk straight past him! Batter the correct baddies and you find a potion, which (depending on its colour) builds a magic bridge over an obstacle,



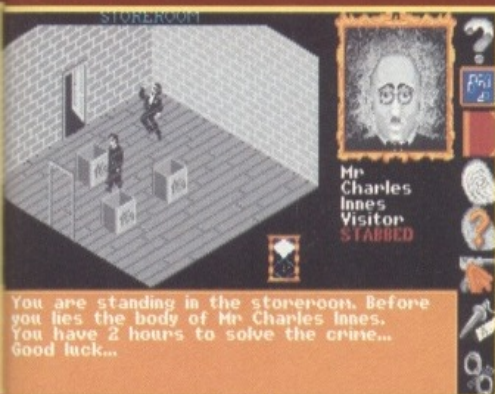


■ Not a bad game, but certainly not a world-beater. Giving more than a passing nod to *Cluedo*, playing by yourself makes *Murder* a little more pedestrian than its board-and-counters inspiration. The graphics could be a little more atmospheric too.

If you are prepared to work at it you'll find it quite enjoyable, but the repetitive nature of the gameplay and constant noncommittal communication with the guests will put many off from the start. ■



**TIP TIME!** Question all guests and servants thoroughly and cross-reference answers to eliminate suspects.



Mr Charles Innes  
Visitor  
STABBED

You are standing in the storeroom. Before you lies the body of Mr Charles Innes. You have 2 hours to solve the crime... Good luck...

■ Detective work can be really dull — unless it's with *Charlie's Angels!*

**55%**

■ What a peculiar game. The programmers have tried (valiantly) to introduce a tactical element into the platform action. Sadly, the resulting gameplay means that fans of either genre will remain unsatisfied.

The main problem is that unless you perform the correct action at each location, progress becomes all but impossible. Having to die on purpose just so you can backtrack and retry screens is an unforgivable fault, and one which only the most fanatical gamesplayer would endure. ■



■ Not a rip-off on budget, but there's better ways of spending £10.

**52%**

■ **Kixx,**  
**£9.99**

**B**oth *Out Run* and *Turbo Out Run* did very

little for me. In a driving game I expect speed, graphical competence and a sense of fulfilment when I complete a section — NOT the kind of excitement usually associated with a Sunday afternoon chug along scenic country lanes. *Out Run Europa* isn't the best driving game I've ever seen, but it's certainly a darn fine race for your money. Also (unlike its predecessors) it has a theme with a plot to introduce it.

Simeon Kurtz had been given what he assumed to be an easy task of dropping a few sensitive documents off at Berlin. After waking up with a multitude of bruises in a dirty basement, he rapidly came to the conclusion that he'd lost them; and of course, he was right. So, without further ado, he stomped outside with the express intent of recapturing the items and becoming a hero once more. However, not satisfied with stealing his livelihood, the enemy agents responsible for Simeon's current condition had also nipped off with his beloved Ferrari F40. Luckily some poor swine had left their bike outside a café; a quick bit of theft later and Sim was screaming along the roadways, hot on the trail of his antagonists.

Possibly the most innovative feature in *Europa* is the three different styles of level: on a motorcycle, on water and (of course) driving flashy cars. Granted, if you look closely you can see that the bike bits are the same as the car bits, but with different

**BUDGET REVIEWS**

# OUT RUN EUROPA

sprites. It's also a bit disconcerting that Probe (the programmers) are under the delusion that a bike can ram a car off the road. I certainly wouldn't want to ride pillion with one of them after playing this...

As you may be guessing by now, ramming (and avoiding) other cars is an integral part of the game. Police, enemy agents and other road (and water) users all have it in for you, making life a little difficult.

Fortunately, certain levels give you the handy gift of either

turbo-boosts (making you

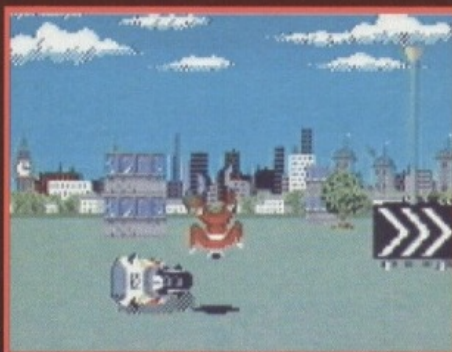
temporarily extra-speedy) or missiles to take out unfriendly helicopters. It's all set against a tight time limit too — and with the amount of vehicles opposing you, every second is needed.

*Europa* is by far the best game in the *Out Run* series, and a worthy addition to anyone's software collection. With excellent presentation, admirable graphics and a speedy pace to fuel the fires of interest it's a particularly good game to kill a week or two with. It's not as good as *Lotus*, though...



**TIP TIME!** Conserve all of your turbo-boosts until you really need them.

**“By far the best game in the Out Run series”**



■ Forget the original *Out Run* — it was naff. Though a vast improvement, *Turbo Out Run* still wasn't technically impressive for an Amiga. The best of the *Out Run* trilogy is *Europa*, mainly due to its great playability (unlike its coin-op-converted predecessors it was designed by US Gold themselves).

The first bike stage is somewhat reminiscent of *Road Rash*, while later sections have the added variety of racing on water, as well as in those dream supercars. For those wondering, the only reason *Europa* wasn't included in my roundup of the best driving games (Issue 1) is because I, rather embarrassingly, forgot about it — a mystery as it's not at all a forgettable game. ■



■ Thrilling racing in various vehicles makes for a grand European tour.

**80%**



## BUDGET BARGAINS

## ■ Kixx XL, £12.99

**H**ar har, Jim mi' lad. This old sea-dog of a Microprose game is once again launched onto the high seas, but for less gold pieces this time.

Technically it ain't worth a dead parrot. The graphics look like they were designed by someone with two eye-patches — especially those naff sea battles between appallingly sluggish ships. If the boats collide, you find yourself fencing with the enemy cap'n: a



simplistic combat sub-game with only a couple of offensive moves available.

The heart of the game, mi' hearties, lies in the strategy o' trading goods between Caribbean cities while avoiding being scuppered by an enemy power:

■ *Pirates* begins very favourably with the tranquil sounds of the seas and a wooden ship gently creaking, a serene setting that boosts your expectations. Unfortunately, the actual game isn't half as good. Travelling the high seas, pillaging and plundering may sound fun, but the whole thing lacks depth and substance. Graphics are only bog standard, and the boring fencing scenes can become really annoying. Battling against enemy vessels provides a bit more interest but all too often my direct hits didn't seem to register. What's more, while sailing in my schooner I got caught in a storm cloud and was unable to get out for ages. Eventually I switched off as my poor boat was escorted by the troublesome wind a good billion miles from any land, and with only a day's food left! ■

**A crude-looking game**

whichever of the four nations you represent (English, Spanish, Dutch or French) you're bound to be at war with at least one of the others. See the city's governor to find out who the current enemies are, and visit the local tavern to

recruit more crew for the next voyage. Navigation's aided by a realistic sextant: following the moving sun to check your position.

It's a crude-looking game, with all those multiple-choice menus and simple presentation pics revealing its ancient PC origins. Aye, but the long-term appeal of building up a personal fortune and reputation should give you a few yo-ho-hos, if not a bottle o' rum.



**TIP TIME!** In sea battles, try to steer your ship across your enemy's bows, so he can't return your fire.

■ Nothing amazing, but a life on the ocean wave can be fun, matey.

**64%**

## INTERNATIONAL SOCCER CHALLENGE

## ■ Kixx, £9.99

**N**early every perspective must have been tried in the host of football sims available. By far the favourite viewpoint (of players and game producers) is the overhead one: it's easy to see what's going on, so planning moves and passing to team-mates is no problem. Of course, the best example of the latter type is the best footy game of all time, *Sensible Soccer*.

Sadly, *International Soccer Challenge* utilises one of the silliest perspectives for a footy game: 3-D. Though this lends some realism in being down on the pitch, playwise it's completely unworkable. Several games have tried it and all have failed (even the best one, *Super Soccer* on the SNES, isn't very playable).

## Spot the ball

*Soccer Challenge*'s limited field of view means you can't always tell what's going on — the action could be happening at the other end of the pitch or, worse still, behind you. You can switch between your players, but the



computer often chooses one well away from the ball — by the time your farcically sluggish player gets there, the ball's usually been kicked downfield by an opponent. However, the computer defences are so inept, that when you do eventually get the ball, you can easily dribble it the whole length of the pitch and score!

With appalling graphics and beepy sound, this would be an embarrassment on a Spectrum, never mind an Amiga. Even the inclusion of the World

Cup Finals can't save it from being the Accrington Stanley of football games. Avoid.



**TIP TIME!** Watch paint dry rather than play this.

**Appalling graphics and beepy sound**



■ The interesting viewpoint and rather good player animation covers up what is, essentially, a naff game. It seems to be more of an idea than anything else, something someone thought up while lying in the bath. Novel in principle, dour in execution. Considering the constantly changing perspective things run at commendable rate but a distinct feeling of being in less than total control kills everything. Run along with the ball, fine. Line yourself up with the goal, no probs. Press fire — nothing! Jab fire again with a continued lack of response. Hit fire repeatedly while swearing loudly at the monitor and without warning the ball spins off in completely the wrong direction. I didn't like it, and I don't think you will either! ■

■ This game is so bad it should be disciplined by the FA!

**18%**



# Rubysoft

MAY DAY  
MAY DAY  
MAY DAY

When service  
matters..

MOST!

MAY DAY  
RULES OK

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## BUDGET REVIEWS

# BUDGET BARGAINS

# NINJA REMIX

■ Kixx, £9.99

**W**hen the first *Last Ninja* game appeared on the C64 six years ago, it blew everything else away. The isometric graphics were stunning, and the combination of logical puzzles and beat/hack-'em-up action complemented them perfectly. The sequel was even better, with more-impressive New York scenery and improved animation. Long before the third (and final) episode was released, System 3 took a lesson from the record industry and did a 'remix' of the first two games combined, rejigging the puzzles and scenery.



### Big in Japan

*Ninja Remix* has epic proportions, even for an Amiga game. There are levels galore, all filled with object-manipulation puzzles and plenty of baddies to fight. Nevertheless it's not nearly so impressive as its C64 counterpart was. The passage of time has not been kind, and the conversion to the Amiga was done without any gameplay or cosmetic changes. The graphics look almost identical to the C64 ones, ie not good for an Amiga. Meanwhile the simplistic combat sadly hasn't been improved, and the hero's as difficult to manoeuvre as ever. The arcade-adventure element is still the game's real strength, helped by the sheer size which makes for fair value-for-money on budget. With a bit more effort, though, it could have been so much better. A triumph of quantity over quality.



**TIP TIME!** Jump over the logs in the swamp to reach the rest of the first level.



**“The passage of time has not been kind”**

■ *Ninja Remix* is an amalgamation of the first two in the *Last Ninja* trilogy, and considering the Amiga's capabilities it's surprising, and somewhat disappointing, to see the graphics are not that dissimilar to the 8-bit version. The main character is very cardboard-like and lacks the finesse you'd expect from a highly trained assassin. The animation is dodgy in parts and the scratchy backgrounds don't help save it from looking tired and washed out. Initially, it's fun to explore the terrain and find a use for the collectable items but this soon wanes because of the tricky control method. Manoeuvring the Japanese one becomes increasingly frustrating: the most sensitive of joystick touches is needed simply to pick up an object. It's a poorly designed system that could, and should, be avoided. There's a certain degree of enjoyment to be reaped but there's not quite enough to keep you playing until the last puzzle's solved. ■



■ Showing its age, but still a good long-term challenge.

**71%**

# SHADOW DANCER

■ Kixx, £9.99

**T**he evil terrorist group, 'Asian Dawn' have got wind of a government project to put remote-controlled missile silos into orbit around the planet. They plan to hijack a space shuttle, take control of a silo, and use it to hold humanity to ransom. The man best equipped to deal with them is the mysterious Takashi. He — with spectral hound at his side — has to fight his way through each level, defusing bombs along the way.

The adventure begins in an airport lobby. Make it through there and you go out onto the baddie-ridden runway. If you're still in one piece, you take on a huge robotic guardian aboard a waiting 747. The next section sees you in action amid the seedy streets of an inner-city slum, the ultimate aim being to bash your way as far as the shuttle launch site.

### In the shade

The sequel to *Shinobi*, *Shadow Dancer* is another scrolling beat-'em-up, only there isn't actually any beating up — enemies are dispatched via an endless supply of

Shuriken. This leads to extreme repetitiveness setting in unnervingly quickly, with the player doing little more than pushing the joystick right and rhythmically tapping fire to dispose of oncoming baddies. Things do get a little more fraught as you progress, and this is where another glaring flaw rears its ugly head. Far too many accidental deaths are caused by the hero's tendency to leap into oncoming bullets.

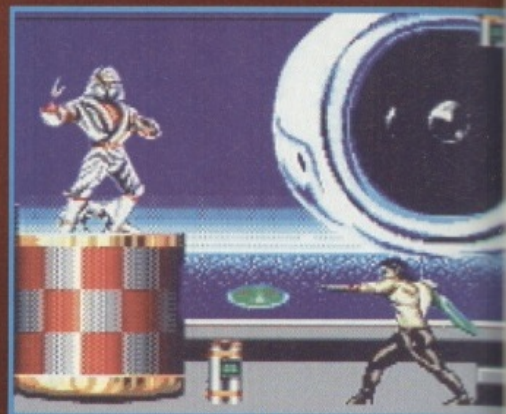
**“Extreme repetitiveness sets in unnervingly quickly”**

The simplistic gameplay could almost be forgiven if it was played with masterful sprites against finely drawn multilevel parallax backdrops. Needless to say it's not — graphics throughout are messy. In some sections backgrounds can obscure enemy shots: a problem more often attributed to the humble Spectrum.

Having played *Shadow Dancer* in its 8-bit formats, I'm sorry to say the Amiga version is the worst I've seen.



**TIP TIME!** Try and save your dog until you really need him.



■ Oh dear! With feeble graphics that tend to hide enemy fire, and infuriating gameplay, it's so disappointing. It doesn't really differ much from *Shinobi*. Even the bonus stage is spookily similar, but for some reason the playability seems to have gone out the window. Realism is sadly lacking too, as not once while I was playing did my dog attempt to urinate over scenery. Instead, he tried to rape my various opponents (at least that's what it looked like!) before shrinking to a minute size for a few moments. Avoid. ■



■ A tired old mutt — maybe it should be put out of its misery.

**58%**



## Kixx XL, £12.99

**S**et on the brink of World War 3, *M1 Tank Platoon* places you in charge of not one but four tanks. There are various stages on offer,

ranging from easy introductory training modes to all-out mayhem amidst the war campaign, with several missions per stage.

A simple map display shows the primary targets, hostile areas and enemy craft. Each tank can be manoeuvred around the map by the appropriate mouse/keyboard controls or operated from inside of the cockpit, simulation style. These outlooks are all interactive: call up the gunners view, for instance, and you can fire of rounds of ammo and tank-busting shells.

### Many tanks

As a simulation, *M1* works to a certain degree but it's a lot more strategy-based, requiring brain as well as brawn. Should you keep the platoon together or send a tank out alone? Dig yourself in or meet the opposition head-on? These decisions could prove dividends or disastrous, and all need solving quickly before your crew get blown away.

The controls are a little tricky to get to grips

# M1 TANK PLATOON

with at first, with the keyboard/mouse system proving perplexing. Patience pays off, though, and rewards are there to be gained — mainly destroying all things bad and being presented with a big shiny medal.

Whether it's my lack of interest regarding war and strategy games (peace, brother) or the sloppy game substance, I'm not precisely sure; suffice to say that *M1 Tank Platoon* can become very repetitive and boring.

Taking on the enemy (in their usual stereotyped Soviet role) soon becomes

laborious; the battles just don't hot up enough. The different viewpoints and out-of-tank camera zooms don't really add a whole lot more. Military enthusiasts will revel in the big option portions and varied controls but others will soon grow weary.



**TIP TIME!** Keep the whole platoon together, as it's easy to lose track of your tanks.

**The controls are a little tricky**

■ A tough game that takes a while to get into, but like most Microprose games it's worth it in the end. Graphics are clear and fast, action unrelenting, and there's enough depth to keep all-comers happy. There are better tank games around (most notably *Empire's Pacific Islands*) but not at this price. If you like to

stay on the ground while playing war sims, this one's for you. ■



■ Takes a lot to get into, but has the depth you expect from a sim.

**70%**

# F-19 STEALTH FIGHTER

## Kixx XL, £12.99

**Y**ou've gotta laugh, haven't you? The radar-invisible Stealth Fighter, America's most hush-hush project ever — so secret, congressmen voting on its budget weren't allowed to see the plans... They put an armed cordon around half of Nevada when one came down in the desert, but they couldn't stop a toy company marketing plastic models of it! Oh well, back to the jolly old drawing board...

Like most flight sims, *F-19 Stealth Fighter* is jam-packed with exciting

missions and sorties, though some are a little close to reality for comfort. Do we really want to recreate the 'counter-terrorist' bombing raid over Libya? The political situation deteriorates still further in a later mission, all-out war in Central Europe. If you want to get some practice in, try the trainer mode — you still fly missions, but you can't crash or stall.

### Supersonic speed

A common criticism of flight sims is that they're too blooming slow. It's hard to believe you're racing along in the latest multimillion-dollar high-tech

aerial killing machine when your screen updates like a lethargic tortoise. Thankfully *F-19*s having none of it and rips along at an acceptable (if not 100%

convincing) pace. The graphics are great, with polygon-based mountains, fields, and landscapes — okay, some of the buildings are out of scale, but this looks far better than weedy-but-realistic scenery.

*F-19* is an excellent game. A fast running speed, realistic flight mechanics and exciting missions make it unmissable at budget prices.



**TIP TIME!** Make sure you retract your landing gear after taking off.



■ Perhaps the best Amiga flight sim ever. A real bargain at this price!

**90%**

■ *F-19* tries to create the ultimate simulation, stretching the machine without sacrificing playability. They would appear to have succeeded! Being more of a 'true sim' than *F-15 Strike Eagle II*, *Stealth Fighter* concentrates more on actually learning and flying a real plane, with less arcade-style action. However, that in no way means a lack of combat — fighting is far more satisfactory due to the high degree of realism. Graphics are fast and convincing throughout with extensive training facilities easing you into the complexity of a game which appears pretty daunting at first. In short, when you buy a Microprose simulation you know you're getting the best. Take a bow *F-19*. ■



U.S. Air Force regulations prohibit deceased officers from flying multi-million dollar aircraft. Please, choose again or erase this entry

F19 Duty Roster	Career Total	Missions Status
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Major Nelson "Firepower" Scott	5,030	18 KIA
Major Malcolm "Musty" Nelson	4,390	12 KIA
1st Lt Steve "Topgun" Perry	16,332	29 RETIRED
1st Lt Pete "Watch my lips" Hernandez	2,240	6 KIA
2nd Lt Paul "Hully" Hubbard	2,240	5 KIA
Major Martha "Tiger" Roth	7,781	10 RETIRED
1st Lt James "The First" Hawkins	16,840	20 RETIRED
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Choose pilot for next mission  
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# BUDGET REVIEWS THE SIMPSONS — BUDGET BARGAINS BART VS THE SPACE MUTANTS

## ■ The Hit Squad, £9.99

A gang of manic mutants want to take over the world. Having arrived disguised as humans, they aim to build a super-weapon and hold humanity to ransom. You, as Bart, must stop them gathering the essential components over five levels of nonstop arcade-adventure action with a distinct platform bent.

Level One sees the aliens after anything purple — grab that spray-paint and colour it red! On Level Two you're after hats, some of which are still on their owners' heads. On completing these acts of vandalism and theft you move on to Level Three and burst a few balloons, swiping exit signs on Level Four. Level Five's the trickiest — return stray nuclear power rods to the reactor.

**Nonstop arcade-adventure action**

■ A fine intro sequence leads you into a fun, if slightly basic, game. Plenty of challenge is on offer, plus a little thought as to how to get to some seemingly unreachable objects. Perhaps aimed more at youngsters, there isn't really enough depth or lastability in there to interest more serious gamers. It's a slightly dated style but holds up reasonably well as the kind of game that deserves a place in your collection. ■



Thankfully, there's more to *The Simpsons* than just collecting clutter. While wearing your X-ray specs you can identify aliens posing as humans — bounce on their bones to dispatch them. Felled foes leave behind coins, used in shops to buy cherry bombs, rockets, magnets,

whistles, etc. Rest assured if you don't put your thinking cap on you'll never get hold of that last purple object, hat, etc. Oh yeah, and look out for some really cool sub-games too.

## Who's Barted?

*The Simpsons* isn't a bad game. The graphics are a little 8-bit NESy, but serve their purpose. The leaping and alien dodging's by no means easy, but collision detection's spot on.

Although most of the puzzles are object-based, the necessary items are easily bought so the 'fail once and restart' trap is avoided. It's possible to run out of dosh and find yourself unable to buy the item you need, but hey, that's your problem. The level of interaction is outstanding, so there's always plenty to do. It's a fun game and a worthy purchase at a tenner.



**TIP TIME!** Use the coin in the phone-box for a funny response.

■ There are more savoury things to be found down a sewer!

**78%**



## DOC CROC'S OUTRAGEOUS ADVENTURES

### ■ Zeppelin, £7.99

Previously known as *Round The Bend*, a change of name can't disguise the poor playability in this children's TV licence. Viewers of the show will know that Doc Croc is the editor of a comic. Doc's particularly snappy at the moment, due to a minor technical problem: he blew up the video printing press, scattering bits of it — and pages of the comic — throughout the sewerage system (next to his office).

#### Old crock

Starting in Doc's office, you can choose any of the four characters and send them down one of four drains, leading to platform-filled, horizontally scrolling sewers. Falling into water, or colliding with any of the creatures crawling and flying around, sends you straight back to the office. Not only is this extremely annoying, it also wastes valuable time — you've only a limited amount to find those elusive comic pages. The latter are collected by completing sub-games based on the comic strips. You have

**it's surprisingly difficult**

to get to the punchline without running into any of the characters, eg stout superhero Fatman walks along the top of his strip, occasionally 'flying' down to squash a burglar. Sadly, these sub-games are all so crude, they add nothing to the main platform action, which is itself simplistic and frustrating. Considering the game's aimed at a younger audience, it's surprisingly difficult. Baddies are often hard to avoid, and you don't get much time to find and complete each page, so it's soon 'game over'.

Combine such poor game design with blocky graphics and naff sound and you can see

that the game's setting is ironically apt.



**TIP TIME!** In the sewers, suss out the hazards before making a move — don't rush, as you're bound to hit something.



■ Blocky graphics and oversimplistic gameplay really aren't what we've come to expect of the Amiga. I suppose this one's aimed at the younger gamer but is that adequate excuse for the pitifully little it has to offer? Sewer sections are too short but nevertheless can be frustrating to repeat if you mistime a single jump. As for the comic pages! They contain no more in the way of depth than the age-old *Frogger*, not to mention inferior playability. A hotchpotch of platforms and sub-games which don't hang together at all well, you'd want more from an 8-bit game. Fans of the show will be sorely disappointed with this vehicle for the characters, while general players will load it once and not bother again. A bit of an all-round duffer, to be honest. ■



■ There are more savoury things to be found down a sewer!

**45%**



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## KNIGHTMARE

Another Tony Crowther offering, fans of his earlier classic *Captive* will be instantly familiar with *Knightmare's* identical user interface. Set in a fantasy world where swords and sorcery are the order of the day, you must defeat a hobgoblin called Haag by retrieving four objects of redemption. As story lines go there's nothing new here, and aside from the occasional appearance of the presenters it's got nothing to do with the TV show either.

*Knightmare's* a fairly simple RPG. It doesn't get too bogged down with character creation and number crunching, and the movement and object interface is pretty straightforward when you get the hang. Unfortunately the game suffers from a number of design flaws that seriously limit its playability. Why, for example, do you lose hit points if you walk into a

wall? Are your characters *that* thick? They're even wounded by throwing a ball at a wall and catching it again!

**Train-spotting trouble**

Early in the game you take a trip in a railway wagon. You have to guess when to jump off — pick the wrong spot and you stay put, but take damage. The game treats the railway line as a brick wall too, leaving players unable to cross.

The graphics are really good, with moody, atmospheric tones and decent animation on the monsters. Objects are

**“ Watch out  
for the  
ridiculous,  
insane sudden  
deaths ”**



## MOONSTONE

**M**oonstone ambitiously aims to combine strategy, roleplaying and hack-'em-up genres. It's too shallow in the strategy department to be a wargame and the roleplaying elements (in the main) serve the fighting sections, but to compare it with fantasy hack-and-slay offerings like *Golden Axe* or *Barbarian* would be an insult to this very cerebral game.

Starting in your home village, you (and up to three others) must explore the four great realms, slaying monsters and seeking magic, treasure, and the keys to the valley of the gods, where you can fight for one of the Moonstones.

The fights in *Moonstone* have to be seen to be believed — there's so much blood and guts on offer that if it were a film, it'd be 18-rated. Slices to the gut produce stomach-churning slashes, while charging bull-like baddies send you somersaulting to your doom. Getting stomped to death spreads your offal across the monster's lair, you can be hung by rat-like rodents, a fellow knight might slice your head from your shoulders, a Balok could bite it off... the list's almost endless! Best of all, fallen foes stay on the screen so by the end of the fray the place looks like a road accident.

**Bloody hell**

A fair range of fighting moves are on offer, and all are needed — no 'one move kills all' here. Some monsters are stronger than others, and some creatures' strengths are dependent on the phases of the moon. The scraps are so fast you lose your first few before you get chance to blink, but the aesthetic brilliance of the animation makes you want to try again.

Of course, there's more to the game than just disembowelling demonic denizens. Felled foes often have treasure to loot. Slicing up monsters also increases your experience, which can be exchanged for attribute enhancements. Several magical items can be found, and dropping in on the local city could yield surprising results. Other places to visit include the wizard Math's tower, your home village, and even

Stonehenge! Their significance is for you to discover, but rest assured you're in for an enjoyably brain-bending time.

**“ If it  
were a film,  
it'd be  
18-rated ”**



**TIP TIME!** Find the weakest monsters' lairs and head for them first.





# RE



painted in the same shades and are therefore often difficult to see — but if you're looking for an iron key on a stone floor you wouldn't expect it to leap out at you. The generic scenery makes mapping a little tricky though — an auto-map function would be a boon.

Finally, watch out for the ridiculous, insane sudden deaths. For example, while walking along a corridor in the first quest you find a lever. Treguard just warned you not to play with fire, but what the heck? It's not alright, and it looks just like the levers that opened secret doors a while back, so you pull it and... arrggghh! Unannounced hazards of this nature are highly frustrating and add nothing to the game.

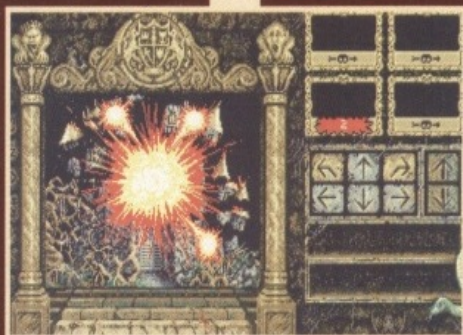
*Knightmare* isn't a disaster. The atmosphere and tension are very good, encouraging you to have one more go to explore that little bit further. To a large extent, though, this is in spite of the game's design.



**TIP TIME!** To enter the first quest, find a twig and throw it at the tree who's lost her child (honest).

■ Nothing much to do with the TV show, and a bit frustrating.

**63%**



■ There's more gore in this game than in most video nasties. Below: those furry creatures are no match for AMIGA FORCE's own knight, Sir Milo The Dog Slayer!



■ Brill animation and great gameplay make *Moonstone* a real winner.

**80%**



■ Good game, good game! It's a neat RPG, particularly on budget. But why do they call it 'leg end'? — it's got nowt to do with feet!

## BUDGET REVIEWS



## LEGEND

**A**fter reading the reviews it got first time around, I expected *Legend* to be the greatest RPG ever. Not so — it's a good game and a worthy purchase at 15 quid, but no world-beater.

A swords-and-sorcery epic, it uses an isometric 3-D perspective. The game designers (who also did *Bloodwych*) have opted for an easily accessible approach. When creating a party, for example, you're given four ready-made adventurers (one of each class), but you alter their attributes by turning the four elemental influences on or off. Sounds weird, but it's actually a very easy way of tailoring your character's stats to the needs of his class.

Each character has a special ability. The Berserker goes into a frenzied rage, the Troubadour plays his lute, the assassin hides in shadows. Most interesting is the Runemaster: his spellcasting is achieved through one of the most innovative and flexible spell systems ever. On the mixing screen you choose from various runes representing effects or direction. For example, mixing 'missile' (direction) with 'damage'

(effect), along with the necessary ingredients produces a magic weapon to cast at enemies. Once you get the hang of it you can mix all sorts of complicated concoctions.

The problem with using 3-D is that watching characters trundle across the screen can get a little tedious. The scenery is excellently drawn, but far too much of it's uninteractive — all *Legend* lets you do is look for treasure.

Although the control interface is fairly intuitive there's no means of separating the party. You can control them individually when there are no enemies on the screen, but send one guy through the door and the others follow.

This also means you can't split the party between friends, *Hero Quest*-style.

For my money, the biggest flaw is the combat system: watching characters rushing round taking

swipes at each other is all very well, but a turn-by-turn approach would've allowed more depth, letting you position your troops, cover up for the wounded, etc.

All the same, *Legend's* a really great game, falling just short of being a classic.



**TIP TIME!** In the first room of the dungeon open doors by firing missile/damage and missile/healing spells at the icons.

**The biggest flaw is the combat system**

■ Below: isometric 3-D makes it different from most RPGs. Right: that Berserker bloke could go into a rage at any moment — a bit like our publishing director!



■ Gorgeous 3-D graphics and enjoyable roleplaying — a real bargain.

**82%**



# RICH PICKINGS ARABIAN NIGHT



## ■ Krisalis, £25.99

It's the age-old story: the father doesn't like his 'princess' going out with that Jack the lad. Only this time, she really is a princess, and her dad the Caliph reckons our hero (Sinbad Jr) has gone to lengths of kidnapping his daughter. Somehow Sinbad must rescue the damsel himself, to prove his innocence — and get the girl!

Trouble is, the angry Caliph's imprisoned our lad in a deep dungeon.

The good news is that he carelessly left the key to the cell door lying in a nearby chest. On collection this, as with other found objects, is stored in the hero's inventory — viewed by pressing the space bar, enabling selection of any item held.

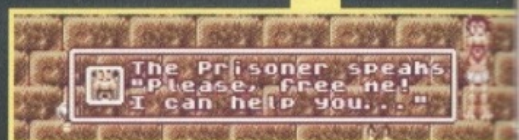
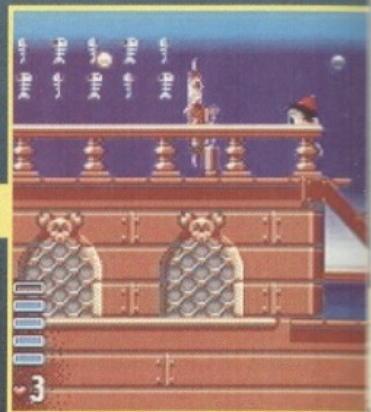
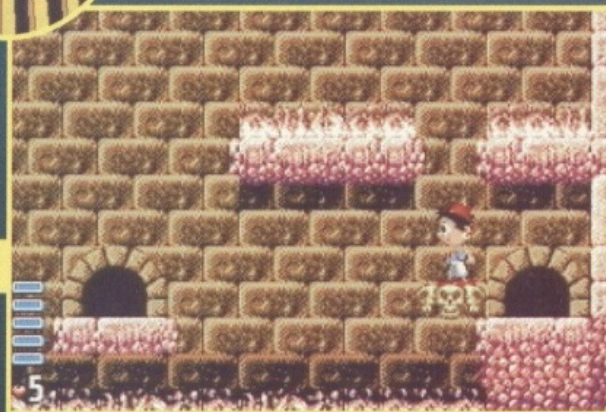
Setting off, Sinbad explores several multidirectionally scrolling sections: reach the end of one and the screen flicks to the next. Bonus rooms can be

entered via doors in the scenery — by crouching and pressing fire. Acid pools must be avoided, rotating

**“The game has a charm all of its own”**

This slick, console-style multilevel extravaganza is instantly appealing as well as addictive. The crisp, clear graphics and ever-so-user-friendly control method ensure that a quick blast all-too-often turns into a many-houred marathon; but just how long will it retain your attention? After a lengthy session exploring the game's many (varied) levels — a handy cheat mode enabled us to see the entire game, heh heh! — I can't help thinking that the programmers, erm, shot their wad too early. The initial stages of the game, you see, are by far and away the best so, while the later levels are by no means poor, in comparison to the first two excellent stages they can't help but appear a tad pedestrian.

Blatantly stealing devices from well-known Nintendo and Sega games of a similar ilk is not such a crime in my book (especially when they've been implemented as well as they have here), and the inclusion of different genres (the horizontally scrolling shoot-'em-up sections, for example) certainly adds to the fun. All in all, it's hardly likely to convert non-platform fiends, although fans of the genre will find plenty to keep them busy... in fact, it could you up all (Arabian) night! ■



■ Varied levels take our swas-buckling hero from the castle dungeons (top left) to the forest (above) and even a pirate ship (right).



# AN S

platforms jumped on, and patrolling guards dispatched with a quick flash of Sinbad's blade. On reaching certain points, a light bulb appears

above Sinbad's head. This either reveals a message, or indicates a special object must be used.

## On the carpet

Collection of many gems and solving a simple puzzle takes our hero to the next of ten levels. In the main, these are similar multidirectionally scrolling ones, but also incorporated are two horizontally scrolling shoot-'em-ups. Virtually identical, these feature Sinbad on a flying carpet, shooting down hot-air balloons and baddies with balloon or helicopter backpacks. The latter's fast bullets are difficult to avoid and all baddies take a lot of hits to kill. Other

interesting levels include an underwater one (though unlike other games, Sinbad doesn't need oxygen) and a mine-cart race reminiscent of *Nobby The Aardvark*.

Despite the variety, there's nothing really that original in *Arabian Nights*. Many ideas seem to have been borrowed from other games (slippy floors from *Pang*, balls on chains from *Sonic* etc), while the arcade-adventure puzzles will hardly tax your grey matter. Nevertheless, the game has a charm all of its own, helped greatly by the atmospheric soundtrack that changes for each level. Graphically it's not quite so impressive, utilising simple parallax and sometimes rather sparse backdrops, but the sprites have plenty of character.

Most importantly is that it all plays well, due to the thoughtful design of the levels and the flexibility of control — you sometimes need to crouch and slide under low platforms, or climb up and down ropes. It's by no means a masterpiece, but a good game that'll give you plenty of fun-filled nights.



**TIP TIME!** On the first level, buy the rigid snake and use it as a winding handle to hoist down the prisoner.



■ More than a little similar in places to a few console games we could mention — but hey, that's not so much of a problem, now, is it?



■ A good variety of game styles sit comfortably together in this polished platformer.



ARABIAN NIGHTS  
KRISALIS  
£25.99  
1 PLAYER  
PLATFORM ARCADE  
ADVENTURE



■ Not that original, but more entertaining than several snake charmers!

85%



# RICH PICKINGS



■ Jump, duck, slash, slide and collect the bonuses... but on your way try to take the time to study the graphics!



# LIONHEART

## ■ Thalion, £25.99

**V**aldyn was just an ordinary thief, vagabond and seeker of pleasure. One day, he was gambling in his favourite inn when a group of royal guards arrived and arrested him. After an unpleasant time in a damp and inhospitable cell, he was eventually summoned before the king, upon which the worried monarch explained the plight of his country. The Lionheart, symbol of the people and God-given talisman, had been stolen by thieves sent by the evil Norka. To add insult to injury, the Showing Festival was to be held in a few days' time, during which every ruling king had to hold the Lionheart aloft to demonstrate his divine right to rule. If not, people would doubt the king's position, and a new ruler would be appointed. Valadyn had been chosen by the gods to retrieve the artefact; ironically his nickname had always been 'Lionheart' — a title bestowed on him because of his considerable bravery and strength.

After being told of the terrible consequences should he refuse to enter Norka's fierce domain, Valadyn was taken to a temple and given holy powers to increase his abilities. Sat astride a dragon, our hero began his journey to retrieve the Lionheart...

### Rip-roaring fun

After the fantastic *Turrican* and its equally impressive sequel, I've been waiting for a game

that could rival the multidirectional mayhem they had to offer. Loriciel's *Jim Power* was an interesting attempt, but I found it a little unplayable, while *Assassin* (by Team 17) lost out due to uninteresting opponents and poor weaponry. Believe me, *Lionheart* is every bit as good as *Turrican* ever was.

Once you've viewed the moderately impressive introductory sequence and plunged into the action proper, it soon becomes blatantly apparent that *Lionheart* is positively inundated with excellence. With more layers of parallax than you could shake a stick at, the backgrounds are almost as stunning as the foreground — and they work together like a dream.

**“Lionheart is good news for just about everybody”**

Fortunately, this cosmetic brilliance isn't at the expense of the gameplay. After a few moments' play you'll be hooked, as the action gives you blasting, exploration and strategy. To elaborate, littered around the eight-way-scrolling levels are various bonus items, eg extra lives. These can only be found through fearless searching, as more often than not they're surrounded by spikes or something equally nasty. Speaking of which, your assailants throughout the game are of a very tough standard. Most of them only require a few hits to kill, but it's their method of arrival that makes them so awkward. There you are, poised on the very edge of treacherous waters when suddenly up pops something 'orrible and you're fish bait. However, this is one of those games where should something go wrong, you've only yourself to blame. It's still infuriating though...

## Sprightly sprite

The well-animated hero is particularly agile, with a host of offensive strikes and manoeuvres. Particularly impressive is his ability to slide along ropes and balance himself briefly on top of them to jump onto a higher platform. He does look like a bit of a weed when he runs though; fortunately, this doesn't have any great bearing on the action.

If I had to criticise anything it would be that occasionally certain moves are tricky to access — plus, of course, the absence of level codes. You know how it is when you buy a record and listen to it nonstop? Initially, it can be the best thing you've ever heard but after a while you'd rather eat dog poo than play it again. Computer games can be very similar, and the earlier levels become a bit of a hindrance after extensive play. At least *Lionheart* offers a generous helping of credits (six, in fact) to help you struggle through your quest. Codes would have added about four or five percentage points to the overall mark — oh well, you can't have everything, can you?

*Lionheart* is good news for just about everybody. Hard drive owners will be chuffed because it's installable; platform freaks will love it 'coz there's plenty of precipices to topple and bounce from; arcade fans will be dribbling over all the things you can kill... If you don't look at this at least once, you need your messed-up head examined. *Lionheart* is great.



**TIP TIME!** Examine scenery closely to find secret areas.





# FULL PRICE REVIEWS



■ Fast, fun, frantic and good to look at, *Lionheart* excels in all aspects.



■ 'A tried and tested formula implemented rather well' is the best way to describe *Lionheart*. Scrolling hack-'em-ups seem to have been around on the Amiga longer than the Amiga has been around itself, with a fairly hit and miss track record. Despite its somewhat uninspiring main sprite, *Lionheart* is instantly appealing, not least because of the excellent backdrops. I counted eight layers of parallax, giving an exceptional feeling of visual depth to the action. Bonus rooms and secret or obscured routes mean there's always something to surprise you so going back each time you play to try something new will prolong interest. A good-looking game which plays well enough to earn my hearty recommendation. ■



■ Above: One of the bugs we spotted in the game, these ones allow you to ride on their backs!



■ **LIONHEART**  
■ **THALION**  
■ £25.99  
■ 1 PLAYER  
■ PLATFORM SHOOT-'EM-UP



Due to his new powers, Valdyn had survived the long fall without even a scratch. He stood forlornly in the swamps and watched the air-ship fly out of sight. He cursed. His mission wouldn't be so

■ Below: *Lionheart* sure is the king of the swingers when it comes to quality animation. Not at all rosey!



■ Even better than the *Turrican* games — don't miss it!

**90%**



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# RICH PICKINGS



■ This sprite was made for walking, so that's what it'll do. One of these days this sprite is going to walk all over you!

■ At last! You get the chance to blast those smarmy little Lemmings!



# WALKER

■ **Psygnosis,**  
**£29.99**

Computer games and violence have walked hand in hand for a fair few years now. After all, what better way is there to let off steam than single-handedly destroying an awesome enemy with an ever-growing supply of impressive power-ups. However, there's always been the problem that the sprite you control is usually unimpressive, and is rarely anything like the enormous end-of-level bad guys you spend so much time killing.

In *Walker* your sprite is like a superbaddie on a small scale. Resembling a Scout Walker from the *Star Wars* films, it comes complete with two rather impressive guns on either side of its (flawlessly animated) head. These can be put to full use against a seemingly endless stream of assailants.

## Walk into trouble

The control method used is rather innovative. You use a joystick or cursor keys to move your character left and right, while the mouse controls the guns and firing via a very handy target sight. Clicking the left mouse button results in a deadly spray of fire; pressing the right locks onto an appropriate target.

And what a lot of targets there are! I could

describe *Walker* as a horizontal scroller over four large levels, but the action is mostly contained on single screens. Essentially, you're attacked by a wave of assailants, and once you've dispatched these, you can walk forward and further into the level. Problems occur when you've got a screen full of troops firing every conceivable weapon in your direction because you can't keep firing nonstop — after a certain point your gun overheats.

I can see a problem with long-term lastability. While the game is very enjoyable, there isn't really enough variation to keep seasoned arcade players happy for more than a few weeks. Also, I feel a few power-ups (such as missiles or lasers) would have done wonders, adding a lot more depth to the frenetic action. Nevertheless, *Walker* is one of the most satisfying shoot-'em-ups

I've played in a long time. With excellent graphics (you should see the parallax), sound and violent gameplay, if it's a quality shoot-'em-up you're looking for, you can't go far wrong with this.



**TIP TIME!** Use short (but rapid) bursts of fire to dispense with annoying ground troops without your gun overheating and knocking them out momentarily.

■ The basic concept behind *Walker* has been around for some time — I first saw a rolling demo almost three years ago! Then it was just a fancy bit of animation of the main sprite. Just when I thought Psygnosis had abandoned the project, this graphical wizardry has been woven into a reasonably playable shoot-'em-up. The idea of using both mouse and joystick for control seems a bit daunting at first, but in practice it works okay — though a joystick with base suckers is recommended as you can't use your other hand to stabilise it! The main flaw is that the action's all a bit samey: troops and aircraft always attack in waves and it's often hard to avoid their bullets and missiles — you're almost bound to get hit by something. There are some nice touches, however, including the guy who hitches a rope to the Walker and climbs up to plant a bomb, not to mention the Hendrix-style music blaring from the helicopters! While *Walker* won't run away with any industry awards, it's an enjoyable, unique blast.



■ **WALKER**  
■ **PSYGNOSIS**  
■ **£29.99**  
■ **1 PLAYER**  
■ **SHOOT-'EM-UP**  
■ **A1200 COMPATIBLE**



**A seemingly endless stream of assailants**



■ Not a bad blast, though the sprite's the most impressive aspect.

**73%**

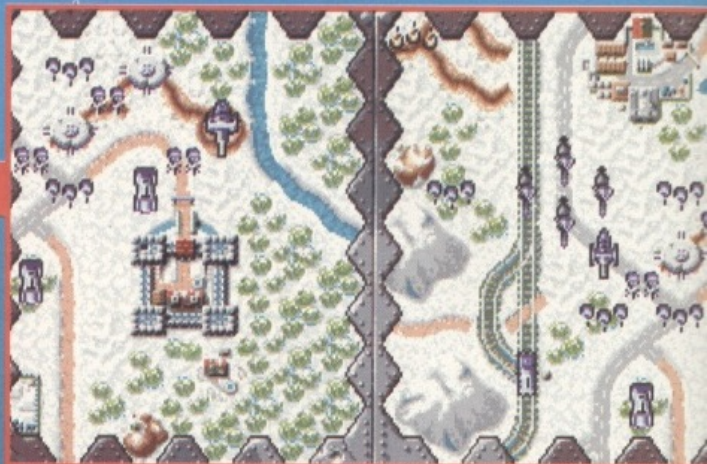


# RICH PICKINGS

Below: The two sides alternate between action and movement phases, operating simultaneously, so no waiting for your go.



amiga  
FORCE  
have!



# HISTORYLINE - 1914 - 1918

Blue Byte,  
£34.99

**P**ossibly the most ambitious wargame yet, *Historyline* aims to recreate the entire First World War, via 24 battles fought in chronological order. A password is given after each, along with a text commentary of the war so far, including other news (eg sporting) and neat presentation screens to help set the scene perfectly. You can even play the Germans (the game was written by a Teutonic team!), fighting against a computer or human adversary.

All very impressive, but why do wargames have to use crummy graphics? The answer is: they don't! *Historyline* proves the point with the most attractive scenery I've ever seen in a strategy game, putting its peers to shame. Though it's a plan view, effective shading gives the scrolling landscape a solid feel — especially the hills. Rather than using representative symbols, the military units look like what they are, eg a big gun for the heavy artillery. There's even an optional 3-D view of skirmishes, eg troops crawling towards enemy bunkers before exchanging fire.

## Simultaneous manoeuvres

Not only are the graphics aesthetically impressive, the main scrolling split-screen display enables the two opponents to act simultaneously: one moving units while the other fires/attacks with his, and vice versa.

Control is very user-friendly. Simply move your cursor (using mouse, joystick or keys) onto a unit, hold down fire, and move in any of the four directions to show a different action/option icon.

Movement's a piece of cake: the possible hexes your unit can move to are highlighted, the maximum distance depending on the unit type and terrain. Attacking's achieved in a similar fashion, with possible targets highlighted: infantry can only attack adjacent enemy units, but artillery can fire from several hexes away. Of course, the latter can't move very far in a turn: so the ability to load such units into transport lorries, trains, and even ships, is a boon. Another realistic feature is the

way units gain experience from combat, performing better in subsequent fights.

Units can be repaired and even created in factories — the latter are often neutral until commandeered by either side. Alternatively you can build your own depots for repairs only. To function, buildings require energy — the amount credited every turn depends on the size and position. The third, and most important, building is the Headquarters: capturing your enemy's HQ results in victory without the need to destroy all his units.

**Capturing your enemy's HQ results in victory**

## Group strategy

Each battle features sound strategy, so even if one side starts with a big advantage the result's not a formality. Grouping units together improves their offensive/defensive abilities, and good use of artillery can decimate enemy infantry and cavalry. The inclusion of buildings to repair and produce units adds an extra





■ **Left: The Germans capture a factory. It can now be used to repair and produce units.**



■ The one real complaint I'd make about *Historyline* is that battles aren't bloody enough. They're more symbolic than anything, always featuring six troops/units firing at each other, but never anyone getting killed. Apparently this was due to the unnecessarily strict censorship in Germany, but apart from making battles more exciting, bloody realism would have portrayed the horror of warfare so much more effectively. Apart from this unavoidable flaw, the game features enough tactical complexity and variety — not to mention brilliant presentation — to make it far more interesting than most strategy offerings. ■

STEVE



# LINE: 8-

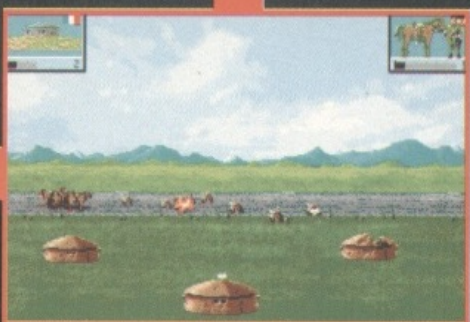
tactical aspect: the capture of an enemy factory is well worth the sacrifice of several units.

While individual battles are enjoyable, it's the sheer scope and size of *Historyline* which impresses. Not only do the battles encompass vastly different scenarios, they realistically include technological advances as the war progresses, most notably in aircraft. At the same time, the game doesn't glamorise warfare in any way — it presents the historical facts (including a highly educational introduction), inviting players to draw their own conclusions.

The game's epic size means a lot of swapping between the seven disks, so hard-disk installation is recommended. In short, though, it's a must for strategy fans. And if you've never tried the genre, you couldn't find a more user-friendly introduction. I can't wait for next instalment in the planned *Historyline* series, simulating another historical era.



**TIP TIME!** Use sappers to dig trenches to protect infantry from artillery fire.



**HISTORYLINE**  
**BLUE BYTE**  
**£34.99**  
**1/2 PLAYERS**  
**STRATEGY**



■ The best-looking strategy game to date — and it plays brilliantly too.

**91%**









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## RICH PICKINGS



**Lease Building:** can be built up to 40 storeys high, but not sold until finished.



**Golf Course:** expensive to run, so needs a large population to be profitable.



**Stadium:** best built near a station. Income increases by half on holidays.



**Commercial Building:** Employs 550 people and can earn up to 2700 dollars.



**Lay Tracks:** curves cost more than straight sections, so careful planning's needed.



**Place Train:** you can put trains anywhere. Good scheduling avoids collisions.



**Buy Train:** several types of freight and passenger trains are available.



**Build Station:** small or large ones — the latter encourage more growth.



**Schedule:** you can set departure times and switches for each train.



**Help:** gives info on icons, even showing where to in the manual for extra help.



**Factory:** good for providing extra raw materials when you start.



**Ski Resort:** must be built on a wide mountain slope. Only opens in winter!



**Hotel:** Earnings depend on surroundings — boosted by recreational facilities.



**Apartments:** 150 families live in each complex. Need to be built near a station.



■ All those huge white boxes are the raw materials with which you construct all your buildings. But you need to transport the materials first, using freight trains — it'll take a fair few to shift this lot!



# A-TRA

■ **ARTDINK/**  
**Maxis/Ocean,**  
**£34.99**

**C**ross *Railroad Tycoon* with *Sim City* and this is what you get. In *A-Train*, not only do you build a railroad network, you also construct various commercial buildings and projects, buying and selling them to make a profit. More loot can be made by speculating on the stock exchange.

This might seem dauntingly complex, and it is. It took me a couple of sessions just to discover how everything worked, with the aid of the manual's invaluable 22-page tutorial. Not only are there 16 railroad/property icons to use, but eight report and financial operations buttons too. It makes *Sim City* look like draughts! While this undoubtedly prolongs long-term appeal, I can't help feeling the game's too complex for its own good — it's enough to put many people off.

Even laying track isn't that easy. Straight sections are quickly laid by dragging the mouse, but curves are made tricky by the program's automatic selection of which way the route bends — you often have to lay in the reverse direction to get it to bend the right way.

Of course, laying track and building stations costs loads of money, including the expense of buying land (more if you have to demolish existing houses).

Extra real estate is needed near stations to store the raw materials brought by freight trains: essential for commercial construction.

**“The aim is to encourage economic growth around stations”**

**The empire builder**

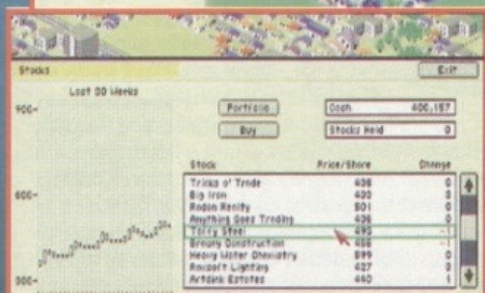
The aim is to encourage economic growth around stations, before selling your properties at a profit. A higher population's achieved by constructing apartments and providing passenger trains for commuters. These should leave at 8am: trains can be scheduled to depart various stations at any of six times, or make one-hour stops. When running several trains on the same line, careful scheduling's required to





■ It costs almost a million dollars to construct an amusement park.

■ I've never been much of a 00-gauge enthusiast, but *A-Train*'s a lot more than a computerised train set. This is a comprehensive entrepreneurial simulation with the railway merely providing the engine for your commercial developments. Greed is everything in *A-Train*, though it takes a long time to recoup the initial expenditure of railroad construction. It's much more satisfying to buy and sell property, rather than simply 'zoning' areas as in *Sim City*. It's also great to see all your little trains chugging around, although their speed's a bit unrealistic: the slower trains take several hours to travel just a few blocks. But the biggest letdown for me was that elaborate crashes aren't catered for! Running a spaghetti-style rail network's no picnic, especially when much of your time's spent speculating on the lucrative property market and stock exchange. It's capitalism gone crazy — and, loath as I am to admit it, I love it!



avoid collisions: though the latter only result in the two trains getting stuck. In addition, each train must be 'trained' to go the right way at junctions, by setting the switches.

Although vital, the process of getting your trains running smoothly is more an annoyance to the more lucrative (and interesting) commercial options. For a large-enough population, you can build golf courses, ski resorts and amusement parks. The isometric graphics are more attractive than *Sim City*'s crude plan view, with the light fading as night falls, plus the inclusion of seasonal weather. The only slight problem is that your track can be obscured by high buildings (in which case the satellite map comes in handy).

Lovers of complex strategy will find plenty in *A-Train*. As well as building a new network, there are five problem scenarios to keep you burning the midnight oil. But do be warned: it takes a long time to get on the right track.



**TIP TIME!** Buy loads of land around your stations when you first build them, then sell it off at a fat profit when the area develops.

1	Railroad	5	Stocks
2	Balance	6	Bank
3	Subsidiary	7	Satellite
4	Growth	8	Gone

1. Gives the railroad's profit and loss figures, debts, and taxes paid.
2. Shows the difference between your income and expenditures for each month.
3. Reveals the income and costs of your subsidiaries, eg apartments, office blocks, resorts.
4. Shows your town's population and growth in four key areas.
5. You can build up a portfolio of shares in any of 24 firms. Watch the market daily for fluctuations.
6. Ask your friendly bank manager for a loan at current rates for 1-3 years.
7. No, not for Sky TV! This shows you a map and the positions of all trains.
8. Takes you to the main game menu, where you can save your position.

**A-TRAIN**  
**ARTDINK/MAXIS/OCEAN**  
**£34.99**  
**1 PLAYER**  
**STRATEGY**  
**A1200 NON-COMPATIBLE**



■ Takes time to build up steam, but it's got great long-term appeal.

**84%**



# RICH PICKINGS

# ABANDONED PLACES

■ ICE, £34.99

The Gospel according to St Adventurer, Chapter One, genesis of the RPG: 'In the beginning there was *Dungeon Master*. The game became a classic and the roleplaying fraternity looked upon it and saw that it was good. The great RPG then begat many clones until the whole of creation tore their clothes in despair, and looked to the skies and said, "Verily, if an RPG uses Tolkienesque fantasy as its theme, it must be brilliantly executed or take the holy genre one step further."

In their wisdom, the almighty software moguls did create many wondrous RPGs such as *Eye Of The Beholder*, *Legends Of Valour* and *Waxworks*. Alas, the evil one still roamed the lands, despoiling unwary adventurers with substandard games that could've been released in 1986. *Abandoned Places 2* is the tale of one such game...

Enough science fiction, let's talk about the program. *Abandoned Places 2* is set 400 years after its predecessor, and (ignoring the

guff about four heroes being frozen and revived) covers the same ground as the first — wander through dungeons and castles in order to free the land of Ridiculouslylongword from the evil clutches of Evenlesspronouncable name. You play four bold, brave heroes who must... sorry, I'm sure you know the score by now so I'll get on with telling you why it doesn't even graze the mustard, let alone cut it.

**Adds nothing to the genre**

## Lack of class

The first disappointment occurs on the pre-game character selection screen — believe it or not there's only two character classes on offer: 'Fighter' and 'Mage'.

Where's the thief? What about a bard or an assassin? And why are they all human? What happened to the elves and dwarves? You choose your geezers from a pre-rolled range and can shuffle each character's stats which is nice and quick, so a few Brownie points are clawed back. It's good to see a default party on offer too — can anyone honestly say that after buying an RPG they don't rush straight into the game, first time they play?

On entering the dungeon you find some

■ Not having played the original, I can't comment on any improvements made in the sequel. What I do know is that it's inferior to nearly every other RPG I've ever played! The 3-D graphics are just about passable, but such basics as a decent combat system seem to have been ignored: all you can do is click repeatedly on the weapon icons. If this weren't bad enough, depth and interaction are totally lacking — it's simply a matter of exploring samey dungeons, being attacked by wandering baddies, and collecting the treasure they leave behind. Of course, whether the flexibility and character communication of 'proper' roleplaying can ever be effectively implemented on a computer is a moot point, but other computer RPGs have done a far, far better job of it than this sad effort.



■ Oh no! Not another advertiser for the Slim Fast diet plan, surely? No, it's just your regular Jason and the Argonauts zombie skeleton assassin about to chop off your phalanges!





# ABANDONED PLACES 2

FULL PRICE REVIEWS

spooky 3-D graphics with excellent 'footsteps on a cold stone floor' effects — even when you're standing still. On a certain spot in the first room the action window gives way to a screenful of text, and you're told, 'You see the dying master and his followers trying to keep him alive.' How do you see him? Through clairvoyance? On a photograph? Maybe it's just an unpleasant memory. One thing's for sure — he isn't on the screen.

## Farcical fights

Where *Abandoned Places 2* really falls flat on its pixelated face is in the combat department. To make your fighters clout an enemy, you move the pointer over the weapon (assuming it's in your hand) and click the right mouse button. It's then ghosted for a few seconds indicating that it's in use. When the icon returns to normal, you click again. Yes it is as tedious as it sounds, and damned impractical too. The action's in real time and there's no facility for making your characters repeat the last command, so if you're battering a brace of bloodthirsty boggits and want to make your mage peel off and prepare a spell, your fighters stop hacking while you do it! Have the party only one brain between them? I can't think of any other reason why four separate characters

can't act independently of each other. After all, it couldn't be bad programming...

The enemies themselves are quite convincing, with huge, powerful graphics and wicked animation. The sampled screams are a little weedy and a few blood-spattered wounds (yours and theirs) wouldn't go amiss, but the overall standard is high. Until one of the enemies snuff it, that is. They don't reel from the death blow before falling to the floor in a crumpled heap, they just fade away. Worse still, when one of your own characters dies you can continue using his inventory as if he were still alive, an unbelievably ridiculous flaw that should've been picked up by even the most rudimentary playtesting. It would have been simplicity itself to place his backpack in the action window, leaving it where he fell until plundered by the rest of the party, but no — there it is, floating along as if still carried by your late friend.

## Abandon hope!

While we're on the subject of annoying and unnecessary flaws, it's worth mentioning the copy protection. Based on the five-by-five grid used for your backpack inventory, you're asked to pick through the manual and enter the black-and-white pattern specified — until you do, you

can't use your inventory and you won't get far without it. Nice idea, but the on-screen grid's black, the pattern in the manual's black-and-white, yet you're asked to turn the BLACK squares in the printed grid WHITE on the screen, reproducing the grid in the negative. WHAT IS THE POINT? I didn't appreciate being asked for copy protection in the middle of a fight either, preventing me from using my inventory unless I left the monsters to hack bits off my party while I fiddled around with it.

The background graphics are of a very high standard, much better than its washed-out predecessor, but they give no real feeling of exploration. You never forget you're walking through generic corridors and into generic rooms. One thing you *can* forget about, though, is finding anything original. *Abandoned Places 2* adds nothing to the genre and could easily have been written in 1986. It's huge (over 30 levels), but as James keeps telling his girlfriend, 'size isn't everything'.



**TIP TIME!** If you've got a numeric keypad, use it. The pointer pad's far too small so you often click on the wrong movement icon by mistake.



■ **ABANDONED PLACES 2**  
 ■ **ICE**  
 ■ **£34.99**  
 ■ **1 PLAYER**  
 ■ **ROLEPLAYING GAME**



■ Too tricky too shoddy by half. Save up and buy *Legends Of Valour* instead.

**40%**

■ Better watch out or it'll be curtains for you if these demons have their wicked way with your jugular! And you did want to see the game through 'til the end didn't you! Didn't you?





# THE DREAM TEAM (17)

**WIN A DEAD-COOL LEATHER JACKET AND FIVE GREAT TEAM 17 GAMES!**

**T**eam 17 have received much praise of late for their God-given ability of producing rather excellent games. Take, for example, the supreme *Body Blows* — it's the Rave Review this month and a jolly fine game to boot. Add to that the pristine *Project X*, awesome *Assassin*, ace *Alien Breed '92* and soon-to-be-see *Superfrog* what you've got are five very groovy games indeed!

Leather Jackets are also a pretty fantastic piece of clothing. Lots of people wear them, and I think you'll agree with us when we say that they're a bit better than your average anorak.

Now, read what happens when you use these great items as we did in the office.

JAMES: Here you go, Miles. This is the jacket we've got to do the experiment on.

MILES: So you're telling me that the moment I wear this, a multitude of babes are going to descend upon me and carry me off up onto the hills?

JAMES: Hopefully so!

*Miles dons the jacket*

BABES: Scream! Let's get him girls!

*Sound of Miles being carried off over the hills by a multitude of babes*

JAMES: It worked!

*Later on, James decides to test the effect of the TEAM 17 games*

JAMES: Chris, can you load these games up and play them for a while?

CHRIS: Why me?

JAMES: (cough) No reason...

*Sounds of Chris loading games*

CHRIS: Hey, this *Body Blows* is well smart!

*Sounds of HRH Queen Elizabeth entering the room, along with Martika, Nigel Mansell and Shakespeare*

THE QUEEN: One has grown tired of one's magnificent duties as of late. [Leans closer and speaks in quiet tones...] What I'd like to do these days is go down the pub for a bit, then put me feet up and watch Coronation Street on the telly. How's about taking over the throne for me?

CHRIS: Don't mind if I do, your Majesty.

*Quick pause for coronation and stuff*

MARTIKA: Oh Chris, I love you!

CHRIS: Dogs and Socks! If it isn't my favourite heart-throb, Martika!

NIGEL MANSELL: Hello Chris — I've just popped in to say you're a far better racing driver than I am.

CHRIS: Lawks alordy! Thanks Nigel. Oh, Martika — can you please stop kissing my feet?

MARTIKA: Sorry, my darling.

SHAKESPEARE: Chris, I've been reading your writing, and I've come to the conclusion that you're a far better wordsmith than I ever was.

CHRIS: Crumbs!

JAMES: Ha! It works.



**S**o, if you want to win first prize of a leather jacket and five Team 17 games, or one of three runners-up prizes of five Team 17 games and a signed A1 poster, answer this simple question...

**■ Who is Chris's secret heart-throb?**

Answer on the back of a postcard to: *IT'S MARTIKA, YOU STUPID FOOL, AMIGA FORCE, Ludlow, Shropshire SY8 1JW.*

Answers received after the 18 May will be laughed at and used to line the Editorial Assistant's kennel.

## LEGAL DISCLAIMER

■ AMIGA FORCE can not be held responsible for people who, on winning, *don't* get attacked by a multitude of babes, become royalty or get off with Martika.



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# FORCE mail

**Another mixed bag of marvellous missives meander merrily though the mail box, but more are always welcome... get the message? Address your correspondence to: Force 9 Mail, AMIGA FORCE, Impact Magazines Ltd, Ludlow SY8 1JW and overnight stardom could be yours!**

## COLOUR BLIND

Dear Steve,  
It's been a long time since I last wrote. I see you've finally decided to carry out a reader survey, so here's a few thoughts from me...

I recently bought a Seikosha SP-1900, a 9-pin dot matrix printer. I've tried selling it as when I bought it I thought it was a colour printer, but it's actually black and white. I thought I'd be able to

## A PRIME EXAMPLE

Dear AMIGA FORCE,  
I got my Amiga at Christmas and after your first issue I've raided the newsagents every month for a copy.

Please, please, please could you print more tips for *Goblins 2*? I thought you were covering the whole game, not just the first two levels.

At the moment I'm on Level Three, but I can't find a piece of metal for the forger or how to get down the well (if you do go down, that is).

You said write in if you wanted more info in the next issue, so I have — now PLEASE shove it in the next mag!

**David Argiz, Surrey.**

■ Okay, I know we ran the entire *Goblins 2* solution last issue, but I thought I'd just slap this little missive from David in the letters page as an example. At the end of the initial G2 tips in Issue #3 we asked if anyone wanted further clues — and the response was so overwhelming we could hardly refuse. We positively thrive on indicators such as this to ensure we're meeting your needs (and, therefore, standing a good chance of selling zillions of copies!), so keep 'em coming, okay? Oh, and by the way, Coktel Vision (who publish the game) asked us not to print the entire the solution so soon after its release, that's why we only ran tips to the first part initially.

**Steve**

buy colour ribbons for it even though it uses multi-strike ones.

I would like to buy the original *Sensible Soccer*. Do you think it is still worth getting?

Also, are you still going to publish the Gallup charts for full-priced and budget games in your increasingly popular magazine? Keep up the good work Steve.

**Anthony Persaud, Hayes, Middlesex.**

■ Nice to hear from you again Anthony, but what you expect me to say about your problematic printer is a complete mystery! *Sensi Soccer*, on the other hand, I can help you with — and the answer is, NO! Quite simply, the new updated *Sensible Soccer 92/93* is sufficiently different from its predecessor to warrant upgrading if you already own — and love! — the original (the goalies are far better for starters), but if you don't possess either just get hold of the new one... you won't be disappointed.

As far as charts are concerned, yes, we will continue to publish them.

**Steve**

## CUT OUT AND CHUCK AWAY?

Dear AMIGA FORCE,  
Congratulations on producing such a neat little mag. It reminds me of the good old days when magazines like *ZZAP 64!* and *CRASH* ruled the roost, and of the happy times I had with my now-departed C64 (all those memories eh? Sniff).

It's so refreshing to see an intelligent Amiga mag that's positive and enthusiastic about the games it's supposed to be covering instead of being pompous and miserable like certain other Amiga mags I could mention, although I wouldn't like to see you overrate games... a problem suffered by a lot of magazines. Keep giving truly naff (or even mediocre) releases the slugging they deserve.

Anyway, you probably welcome constructive criticism, so here goes; the only parts of your mag I feel could be improved are the reviews and cut-out cheat cards. The reviews, full-price and budget, should be rated. If separate ratings for sound, lastability etc would take up too much room, use a single overall mark as you did in *Master Blaster*. This makes the reviews more complete and gives a reference point regarding how good the games really are. Also, the full-price reviews could be bigger (a page each at least) and the second reviewer should be given more space to outline their feelings. If there's not enough room for this, drop the cut-out cheats, which I don't think are a good idea — I mean, they're a bit silly, aren't they? What's the point of paying £25 for a game if you're going to cheat your way through it? Tips are much better. Maybe you could cut them down (the cheat cards,

## MAIL WARNING

Dear Steve,  
Wow! What a mag, the best around. Loads of tips, cheats, maps and pokes, the latest full-price and budget reviews and some superb compos. Thank goodness there's a mag for the Amiga without stupid coverdisks!

I have a few ideas; why don't you have leagues for shoot-'em-ups, adventures, sport sims, platformers, etc showing the top 20?

One last thing — why is FORCE MAIL 9 called that? Keep up the brilliant work.  
**Craig Turner, Gwynedd.**

■ Hmm. There still seems to some confusion over the title of this here letters section — you're not the only one who's addressed their ramblings to FORCE MAIL 9, Craig. The correct heading is, in fact, FORCE 9 MAIL (bit of a pun-type thing on 'gale', see?). Any suggestions as to what might suit the section better? Regarding your ideas about leagues for game genres, who would supply them? We could always ask you, the readers, to write in with your Top Ten shoot-'em-ups or what-have-you, but collating the results each month would be a mammoth task in itself and, at the end of the day, what use would the charts be exactly? We already cover genre roundups (this month's *Arcade Adventures* for example) so apart from the simple curiosity angle I really can't see much point.

**Steve**

that is) to make room for the full-price reviews?

Anyway, whatever you do I'll still continue to read, so well done — keep up the good work.

**Mark B, London SE19.**

PS. How about a full, in-depth feature on the new A1200 (tech specs, prospects etc)?

■ Good points well made, Mark, and apart from your comments on the cut-out cheats (the majority of letters we've received that mention them state

## TIPS B

**Are you perplexed by a pixilated puzzle? Write a detailed account of the problems you're having, and one of our readers may be able to help! Mark your missives 'Tips Bits' and send them to the usual address — free A-FORCE binders will be awarded to the senders of the best solutions...**

■ Please help. I've been playing *Cruise For A Corpse* for months now, and keep getting stuck.

I got a list of codes and what they mean from a rival (rubbish) magazine, but have since phoned the *Cruise For A Corpse* helpline and found most of them are wrong! I now have to start all over again. Is there anyone who can put me (and my daughter) out of our misery and give us a list of codes



somewhat opposing views!) I agree with you. Note the new ratings boxes and bigger full-price reviews introduced this very issue, for example. The results of last month's Reader Survey are still being assimilated as I type, but one thing is already clear... you lot sure like your ratings!

And an A1200 feature? Not really. We're a dedicated games mag, y'see, and as such we'll update readers as to what's hot (or not!) on the new 32-bit Amiga — but technical specs? Nah...

**Steve**

## WILL THE FORCE BE WITH YOU?

Dear Sir/Madam,  
I am writing to see if you can still get back issues of your magazine, as I missed Issue One of AMIGA FORCE. I've enquired at all leading newsagents in the area, but have been unsuccessful in my search. Can you help?

**Mr D Powell, St Anns, Notts**

■ If I had a pound for every letter like this that landed on my desk I'd have, ooh, beer money for at least a week! Sadly, there are no copies of our inspired inaugural issue left (sob) and, despite the fact that we still retain the original film, the reprinting costs would be prohibitive — we'd have to print at least another 10,000 copies and the chances of selling *that* many back issues (even for such an excellent issue!) are slim indeed. Sorry!

**Steve**

## LEMMING CURD

Dear Sir,  
I bought my son an Amiga 600 for Christmas (or should I say 'I treated myself?') and since then we've had hours of fun with the games we got with it. Flicking through the second issue of your mag (unfortunately I missed the first) I came across your

and answers, as my daughter wants her computer back.

**Mrs V M Brown, Bedfont, Middlesex**

That'll teach you to waste your cash on rubbishy rival mag's, won't it!? Can anyone assist these damsels in distress? C'mon, surely someone's got the answers (although it would be easier to help if we knew exactly where you're stuck Mrs B...).

■ At last a mag that knows its stuff! You could say I'm getting on a bit (I'm 55), but your mag's great.

I can't get through the levels on *Magicaland Dizzy*; do you have any codes or cheats? I've been trying since Christmas — perhaps I'm too old.

**Mrs M Beckett, Arbourthorne, Sheffield**

Shame on you Mrs Beckett, you're never too old to play Dizzy games! Getting

## HE AIN'T HEAVY...

Dear Amiga Force,  
This excellent, eggstremely good drawing of *Crystal Kingdom Dizzy* is my brother's art masterpiece. He's into drawing and computers, and isn't really interested in Segas or Nintendos.

We have an Amiga 500 with around 70 games, and he plays on them almost every day. He draws a lot of computers characters, but he especially likes Dizzy. Unfortunately we only have one Dizzy game, *Treasure Island Dizzy*. My brother's saving up for *Crystal Kingdom*, *Magicaland* and *Spellbound Dizzy*. It'll take him some time, but then again they're worth it. Please print this picture and letter as my brother always buys your mag — it would be a great surprise as I'm writing this in secret.

**Natalie Capell, Northampton.**

■ Surprised? I hope so! Seriously, Natalie, considering the quality of your brothers work it

Lemmings Lifeline — what a godsend, and what a good idea! I've just read your third issue and again it helped with a level I was stuck on. The trouble is I still need help with two more levels to complete the tricky section, namely levels 14 and level 25. Fortunately a friend at work (yes, he bought his computer for his kids as well) gave me the access codes for the levels he'd completed so I could skip any I struggled on. I've done them all except 14 & 25 — help!

The budget reviews and cheat section of your mag are also excellent. Looking through Issue Three I noticed *Switchblade 2* reviewed. Good value for a budget game, but does anybody know any cheats? I can't get further than Level Two.

**P Whittaker, Cleveleys, Blackpool.**

PS. Here's a cheat for *Premiere* by Core Design Ltd; during the title sequence (displaying 'Premiere' — press fire to roll cameras) type **spark plugs** for infinite lives. Press the space bar to skip levels.

■ Thanks for the cheat Mr(s?) W, but please —

around *Magicaland* is certainly no yolk though, so try this: First pause the game, then type in DIAMONDS AND PEARLS. Infinite ovoids are now yours to command Soldier on!

■ Having read Issue Three of your great new mag, I've some answers for your Tips Bits section.

1. For **L Earl of Penrith**;

To get into the town hall in *Lure Of The Temptress* you need to get into Tadigh house and use the Tinderbox on the apparatus. Use the flask on the tap to get the potion, and go to the town hall doors and drink it. You then turn into Selena and have no problem getting into the town hall. To get into Todigh house you have to get Rat Pouch to pick the lock with the lock pick.

2. For **D Burman of Haddiscloe**;

To activate the cheat for *Captain Dynamo* you type 'Purple Rain' on the high score table for infinite lives. You can then use the '-' and '+' keys to skip levels.

## LETTERS

was the least I could do, eggssellent indeed! In fact, if there are any more budding artists among you please feel free to send your work in. If it's good I'll print it and, if you enclose an SAE I'll even ensure it's returned! The same goes for computerised artwork — send in your D-Paint files (or whatever prog's you use to create 'em) and we'll print the best.

**Steve**



and this goes for the rest of you, too — address all *Lemmings* queries to 'Lemmings Lifeline' at the usual address, and don't forget to give us not only the number of the level you're stuck on, but the level's name, code and tell us which of the two *Lemmings* games it comes from as well. Okay?

Obviously you're another reader who dipped out on Issue One of AMIGA FORCE. Had you got hold of a copy you would have found a handy cut-out 'n' cheat for *Switchblade 2* but, as there are no back issues left I'll help you out (send the fiver soon though, eh?). On the title screen simply type LEVELx (where x is a number) to go directly to that level — LEVEL3 for example. And for laugh, why not type in CHROME, also on the title screen, where you'll be rewarded with a secret sub-game. Better now?

**Steve**

Keep up the good work on Amiga Force.  
**K Smith, Willenhall, West Midlands**

Cheers, m'dear, please accept this free Hornby Turbo Touch 360° Joypad for your troubles. See? It really *does* pay to be a good Samaritan!

■ I was disappointed not to see more playing tips for *Zool*, though the cheats were a great help.

How do you kill the end-of-level beastie on level 1.3? Your help would be very much appreciated.

**Luke Nolan, Frome, Somerset.**

Before the beastly bee can be bumped-off you need to collect the requisite number of, er, collectables. The same goes for all of *Zool*'s end-of-levelers, and there is an on-screen indicator to tell you how many you need. If you *have* collected the required amount, just keep firing from a distance, ducking and jumping his missiles all the while — now that should give you a buzz!



PUBLIC DOMAIN

# GOING PUBLIC

towards and climbing your walls, and you have to make sure they don't manage to reach the top level — if they do, you lose a life.

Complement this with a few (almost obligatory) end-of-level guardians and repeat the sequence with different graphics and you've got *The Last Refuge* in its entirety (bar the power-ups — ahem). It's an enjoyable (and untaxing) blast, with little to confuse or particularly

**Lusting after luxuriously furnished full-price games? Finding your cash limitations hamper any attempts to buy them? Perhaps you ought to look at what Public Domain, Shareware and Licenceware can offer. JAMES 'LOW' PRICE looks at some more available offerings.**

## ALIEN NETWORK

■ Roberta Smith DTP

**P**D *Space Invaders* clones are a bit thick on the ground these days, and more often than not aren't worth a mention. *Alien Network*



just squeezes in because it's a good representation — despite the fact it has little new to offer.

Outlandish sprites and loud FX do not a new game make, so if you've

already had enough of this concept you'd be best off making like a tree and leaving it. If, on the other hand, you haven't, you can't go far wrong with this...



## THE LAST REFUGE

■ Roberta Smith DTP

**W**hether or not it's intentional I don't know, but *The Last Refuge* is spookily similar to an old 8-bit game by the name of *Orc Attack*. There are differences — the perspective being the most noticeable — but I wonder if it is a tribute, as opposed to original software tarnished by coincidence?

Standing at the top of your castle walls, you have to initially dispatch lines of enemy troops, *Space Invaders* style. Things improve quickly, though, as once you've helped that wave shuffle off this mortal coil, a new problem comes your way. Little soldiers begin rushing



astound the gamesplayer. One for a rainy day, perhaps?

## EGO

■ Deja Vu

**W**hat a strange piece of Licenceware! *Ego* has to be the strangest game I've seen this month — but don't be put off; it's quite an enjoyable little bash.

Various pieces of a picture are scattered around a hazard-filled maze. In the centre of the area is a grid, onto which portrait sections can be fitted (correctly, that is). You could call it a jigsaw puzzle on acid! It's not graphically wonderful — merely functional, in fact — and the sound has been blatantly ripped off from *Dyna Blaster*. However, it's still good, simplistic fun that will probably appeal to younger gamesplayers more than old wrinklies (like us at AMIGA FORCE). As Barry Norman might say, 'And why not?'



## ASSASSINS GAME DISK #49

■ Roberta Smith DTP

**A**nother day, another compilation. The *Assassins* disks are some of the better collections available, and #49 is no exception.



*Crazy Sue* is one of the better PD platformers around, with a tight difficulty level and an excellent soundtrack. Its graphics and presentation are both of an adequate standard, and the simplistic jump-dodge action proves to be an enjoyable way to while away an afternoon.



# TAKE 'EM OUT

## Bus Stop PD

I'll begin by saying that *Take 'Em Out* is one of the (if not *the*) most addictive PD game I've played. Never before (or at least to my knowledge) has the Public Domain scene spawned such an immediately enjoyable game. In terms of gameplay it borrows heavily from the likes of *Operation Wolf* and *Cabal*, and although it lacks the graphical flair of those coin-op blasters, it makes up for it with attention to detail and sheer addictivity.

Progressing in stages, *TEO* begins with a standard target range level, where you're required to shoot a certain amount of objects to progress. Should you manage this, you're plunged into the thick of a shoot-out in a residential neighbourhood. To help you dispatch the assorted assailants, various weapons are available: two can be allocated to the left and right mouse buttons.

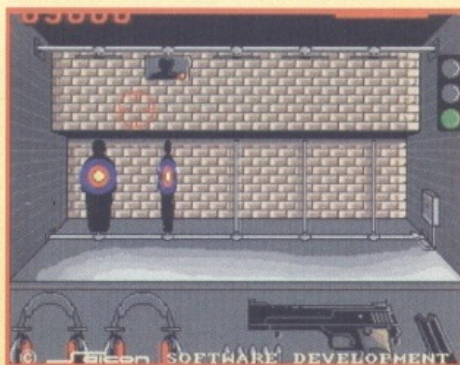
Later levels include other



Its sequel *Crazy Sue Goes On* is another platform-based PD game but with a far harder difficulty level. Again, the hopping-orientated action is enjoyable, if frustrating, and complemented by another well-constructed soundtrack. Personally, I prefer the original but don't let that deter you — just brace yourself for intense infuriation... whimper!



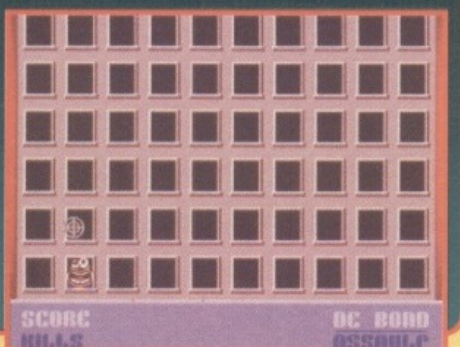
target ranges (with moving objects — tricky) and other hands-on combat situations. While this may not sound too hot, again it's the attention to detail that lifts it above the usual wretched efforts. For example, when you shoot an enemy, they react accordingly. From sprays of blood pouring out of head wounds, to men doubling up and falling out



Sadly, it's a downhill track from hereon. *Deathbringers From Space* sounds like a tacky '50s B-movie and is sadly just as boring. However, unlike its hypothetical cinematic counterpart, the gameplay is beyond laughable; shoot, shoot, dodge drudgery drudgery barf.

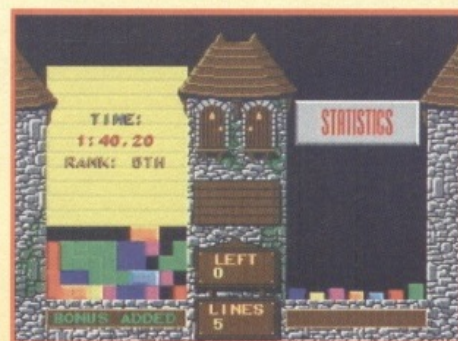
Likewise, *Assault* isn't half as good as its introductory sequence may suggest. Essentially a target-range game, it lacks the sophistication of, say, *Take 'Em Out* and plays very badly due to poor design.

*Assassins #49* is worth getting, if only for the two *Crazy Sue* games. For the negligible price, it'd be silly not to.



# PUBLIC DOMAIN

of windows, you're really treated by the graphic artists' bloodthirsty scribbles. They're hardly going to become the masterpieces of tomorrow — they aren't even the ones of today — but they serve their purpose admirably and add atmosphere to an altogether top-class piece of PD.

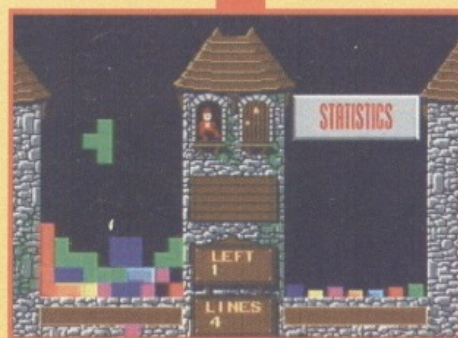


## TETEREN

### Roberta Smith DTP/Bus Stop PD

This new piece of software put me in a bit of a dilemma. Both Roberta Smith DTP and Bus Stop PD sent it in for review, so I'll leave it up to you who to order it from.

As the name suggests, *Teteren* is yet another *Tetris* clone. We've seen a few too many recently and I feel we're suffering from block-arranging overkill, but if you're still searching for an adequate rendition of that Russian-designed puzzler you could do far worse than looking here. With loads of screens to play through, some interesting music and passable presentation, *Teteren* is probably the best version we've seen so far — although it doesn't offer that much different for people already owning a version (or a Gameboy).





## DRAGON CAVE

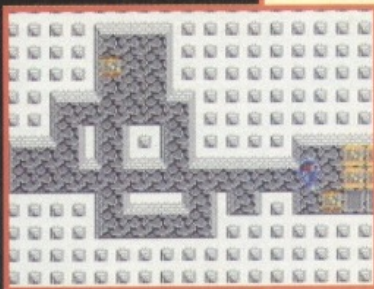
### ■ Boot-up PD

This well-presented PD game presented me with a bit of a dilemma.

Personally, I don't think there's enough to bring you back after an hour or so of play, but other members of the FORCE crew think it's quite good.

You run around a maze, pushing objects back to allocated positions before moving onto the next area. It's a puzzle game through and through — with very little in the way of action. In fact, the game's only real charm is the option of choosing either a 2-D maze to wander around (doesn't look too hot, though) or a 3-D one, as seen in *Dungeon Master* — it's so similar that I've been reliably informed that they are the very same graphics. Could this be true, I wonder?

Anyway, it's PD — and you can't go far wrong for around a quid. Even though I felt it uninteresting and bland, other (sad?) people wanted to play it again. Get it and make up your own mind...



## LITTLE WIZARDS

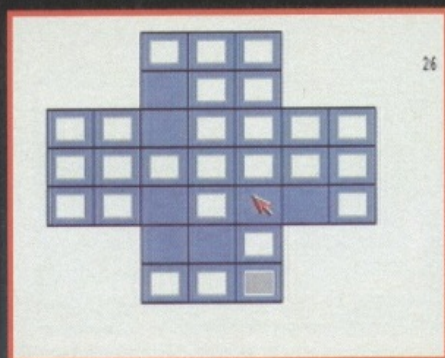
### ■ Boot-up PD

What is it about puzzle games this month? I've been absolutely inundated with them — what did I do to deserve this?

*Little Wizards* is another good effort, although very similar to *Lemmings* in some respects. After starting the game, the 'little wizards' start running along the platform blocks arranged on the horizontally scrolling landscape. As a 'big wizard', you have to float along, trying to ensure your helpless (and clueless) subjects don't make the obvious mistake of falling into the deep waters



## ASSASSINS GAME DISK #46



I've no doubt everyone's played *Solitaire* at some point in time. *Amiga Q* is a particularly good PD version. While its graphics and (listens carefully) total lack of sound may be a bit of a cosmetic disappointment, it still has all the charm of the original.

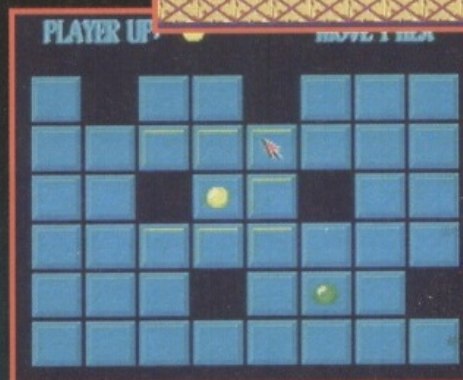
There's been a few *Missile Command* games bouncing around recently, and *City* is one of the better ones I've seen. Unlike last month's rendition (on *TBAG* #1) you control two missile bases. I've yet to see a version that gives you three (as in the



arcade original).

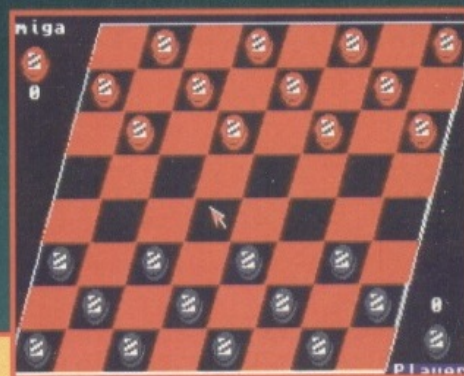
Speaking of two, that's exactly how many people you need to play *Isolation*. Each player takes a turn at moving their piece one square in a chosen direction. Following this, you have to select a tile to 'dissolve', with a view to (eventually) cutting off your opponent in the manner the title suggests. It's a simple concept, made easier by user-friendly and mouse-orientated controls, but it's useless unless you've got a friend to play against...

For some reason (it may well have been the office A600) *Checkers* refused to load,



but apparently it's an adequate (if unastounding) conversion of draughts.

*Ouch* loaded without a moment's hesitation, and what an unusual piece of coding it is! If you've ever seen (or played) one of those arcade machines with the mallet and little moles that pop up, you'll know what to







below. This is done by rearranging and replacing certain blocks, leaving the robed young 'uns to stomp through to a happy ending. Until the next level, that is...

It's an enjoyable game, with a password system helping avoid frustration. Also, when you've progressed through the game's many pre-defined levels you can design your own with a built-in editor.

*Little Wizards? It's magic!*



## CUBULUS

### ■ Boot-up PD

Can anyone remember the Rubik's Cube? *Cubulus* resembles it in all but presentation and manages to be just as infuriating. After selecting a difficulty level, you're confronted by three-quarters of the screen covered by groups of squares. Depending on the skill level chosen, this could mean large collections of little boxes, or big chunky shapes for less-puzzle-minded people.

The idea is to manipulate the grid into a

## DATACLAN

■ Dataclan don't charge for disk duplication — just send 'em the disks and a stamped addressed envelope and they'll bung you the relevant compilations in the post. They can be reached at...

Dataclan  
c/o 17 Saltford Road  
Allerdene Est  
Low Fell  
Gateshead  
Tyne and Wear  
NE9 6BG

Don't forget to include your name and address. You'd be surprised how many blank envelopes confuse postmen to the extent of non-delivery.

specified arrangement. This is done by clicking (with a mouse, of course) on arrows pointing in the appropriate directions. To describe it accurately and fully is beyond my talents at this moment in time (ie it's Friday afternoon and I've just got back from a pub lunch) but look at the screenshots... fairly self-explanatory, I'd say.

At the end of the day, *Cubulus* is a game that'll appeal to puzzle fans, and puzzle fans alone. It's particularly well presented, both graphically and sonically, and kept me (a non-puzzle fan) amused for longer than I'd usually expect.



## PUBLIC DOMAIN

## PUBLIC ADDRESSES

### 17 BIT

■ 17 Bit Software are a lovely bunch, ever willing to cater for your Shareware/PD needs. If you want to find out more on their catalogue and order costs, send an SAE to...

17 Bit Software  
1st Floor Offices  
2/8 Market Street  
Wakefield  
WF1 1DH

### 16/32 CLUB...

■ 16/32 can be found at...

35 Northcote Road  
Stroud  
Kent  
ME2 2DH

Duplication costs are £2 (without disk) and £1 (with your own disk). Special offers are available to registered users — ask for information and I'm sure they'll send it.

## ROBERTA SMITH DTP

■ Orders (or catalogue requests) can be sent to...

190 Falloden Way  
Hampstead Garden Suburb  
London  
NW11 6JE

The cost of disk and duplication is a mere 90 pence, plus 50p for postage and packaging. Triff!

## DEJA VU

7 Hollinbrook  
Beech Hill  
Wigan  
WN6 7SG

Deja Vu only deal in Licenceware, so the charge is a little higher than usual. However, the quality is too, so £3.99 + 50p P&P is rather a triff deal, if you ask me.

## BOOT-UP PD

30 Sunnings Lane  
Upminster  
Essex  
RM14 2DQ

...Arnold was perplexed. Surely they didn't charge a mere £1 for disk & duplication, with the only additional cost being the price of the stamps? They did, you know. And they still do.



expect. Cute round creatures emerge from two levels of grass; using the mouse you have to move your mallet into an appropriate position, and let the suckers have it. It's all good fun, with some great sound effects to accompany the violent action, although it's hardly going to keep you occupied for any great duration of time. In fact, I found it a bit too easy as I reached Level 33 on my first attempt, before eventually giving up because it began to grate a little.

Finally, *Atomsmasher* is by far the best this collection has to offer. Its *Dyna Blaster*/*Bug Bomber*-derivative gameplay is wonderfully addictive and, although you can't have more than two players, it's a particularly scrummy piece of PD. Throughout the levels, you have to push blocks, *Pengo* style,

to crush nasties (or your assistant, if you're vindictive). There's a few power-ups in there to spice up the action, and the level-to-level originality is spot-on.

*Assassins #46* is particularly good. I'd advise you get it for *Atomsmasher* alone.





# PLAYING TIPS

## amiga FORCE

### TIPS FOR ALL!

Welcome to the AMIGA FORCE Tips Section. Every issue we endeavour to bring you the very best tips and cheats in Amigaville, and this month is no exception. So, stop banging your head against that wall and point yer peepers over this little lot!

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This month's chart-topping No.1 from Psygnosis was featured in last issue's Master Blaster section and, not surprisingly, it gained almost four times as many votes as any of the other three games featured (*Legends Of Valour* came second, if you're interested, and *Robin Hood* from Codies only received nine requests!). As such, we'll stick to our part of the bargain and provide you with the promised tips, although level solutions at this stage, we felt, would be pointless. You can write to Lemmings Lifeline for individual level guides from *Tribes* — here we'll give you the definitive lowdown on just what those 52 little suckers are capable of. The instruction manual that accompanies the game is slightly inaccurate on this score, so keep these pages handy the next time you feel like throwing yourself off a tall cliff!

**BALLOONER:** Can be blown with the fan and, more importantly, the balloon can be shot 'n' popped by ground-based archers etc.

**MAGIC CARPETER:** The rug-riding Lemming will follow the contours of the terrain a few heads above his compatriots. Will revert to a walker on hitting an obstacle.

**TWISTER:** He'll whirl around till he's blown off solid ground by the fan — careful manipulation of which will see him dig tunnels of *any shape or length!*

**JET PACKER:** This little Lemming has a limited supply of fuel for his jet-pack. Fan-assisted he'll go far, unless he hits an obstacle.

**SURFER:** Whether swimming or — God forbid — drowning, a Lemming can be turned into a Surfer. Will only move when fan-powered, though...

**PARACHUTER:** Once assigned this skill, the Lemming will have it till the end of the level, landing safely from whatever height he falls. Fan blows him sideways only.

**HANG GLIDER:** These guys will deftly drift down to terra firma from any height, at a gentle angle. Very handy in the right situation.

**ICARUS WINGER:** Tricky to control, Icarus Wingers will prove invaluable. They fly horizontally until obstructed but can be blown anywhere with the fan.

**SCOOPER:** Basically just a glorified diagonal digger, the spade-wielding wonder scoops out a tunnel and be changed into anything mid-dig.

# Lemmings The Tribes

**CLUB BASHER:** A horizontal digger with mean lookin' tool, this is another one who can be changed mid-clout.

**DIGGER:** He'll dig down vertically until he's changed into something else or hits anything too solid.

**BASHER:** Once activated he'll clear a horizontal path through practically anything, and can be changed mid-punch.

**MINER:** This diagonal digger is very similar to the Scooper, but the angle of descent and speed are different. Also can be switched.

**FENCER:** This guy is an upward digger who tunnels at a gentle angle, he can be changed mid-slash.

**STOMPER:** Basically just another vertical digger, this crazy critter jumps up and down creating a shaft. Like most diggers he can be changed mid-stomp.

**LASER BLASTER:** An inaccurate picture in the manual can cause confusion, this VERY handy function means a Lem will blast a hole through anything directly above.

**FLAME THROWER:** Remove large chunks of unwanted landscape in a single whoosh — take great care on thin platforms as the blast dips a little...

**EXPLODER:** With this function (as in the original) you must sacrifice the Lemming — he'll leave a nice big crater in his wake, though...

**BOMBER:** The Lemming will lay a bomb at his feet which blasts a crater but not, thankfully, the dude who dropped it.



**WALKERS and BLOCKERS** act exactly the same as they did in the first two *Lemmings* games — as such they're not mentioned here, er, unless you count this as a mention!

**FILLER:** Pouring a quick-setting compound from his handy bucket, this chap is ideal for filling in those awkward gaps. The mixture follows the contours of the ground.

**BUILDER:** Similar to the original, he'll build a ramp upwards to a maximum of 12 bricks along — but he can be changed at any time.

**PLANTER:** Dropping seeds from his little packet, they soon germinate into solid vegetation which can be walked over as well as dug away.

**STACKER:** Once started, he'll build a vertical wall of 12 bricks high. Handy for blocking off dangerous areas, as well as reaching inaccessible ones.

**PLATFORMER:** Will build a solid platform horizontally 12 bricks long. He ain't that quick, though, so take care. Can be changed at any time.

**SAND POURER:** Once activated the Sand Pours can't be changed until he's made a neat little mound on the ground.

**GLUE POURER:** These guys pour like fillers but the glue will flow along in mid-air making a bridge. Excellent in sticky situations!

**ARCHER:** Select a Lemming and he knocks up an arrow; position the cursor where you want the arrow to land and click again to fire. Lem's can walk on arrows...

**THROWER:** Will sling a rock which sticks to the landscape: Handy for getting over annoying little lips, he'll even throw further if he's running...

**RUNNER:** Be warned, this skill is permanent. Gets you to where you wanna be a lot quicker (you don't say!), but also enables the Lem to throw and jump further...

**JUMPER:** Never! They'll jump once as soon as they're selected, the distance depends on exactly how fast they're moving to begin with...

**HOPPER:** Got a load of little pits, evenly spaced but tricky to bridge or fill? Then here's your man! He'll hop along quite happily unless changed or obstructed.

**SKATER:** Obviously only of use on icy areas, where other Lemmings fall down flat this one comes into his own. A permanent skill and, at times, essential.

**KAYAKER:** Only Lemmings already immersed in water can utilise this skill, but once activated they'll row their boat to shore and jump out.

**SWIMMER:** A permanent skill, once you turn a walker into a swimmer he'll do the front crawl over any damp patches and carry on walking once safely across.

**ROLLER:** When they're on a roll, these fellows will go far — especially if there's a nice down gradient with a ramp at the bottom. Can be changed mid-roll.

**CLIMBER:** Like the original this guy will only go up, *not* along (see Rock Climber). A permanent skill, with the wrong pic in the manual!

**BAZOOKA:** A powerful shell is launched over the terrain, exploding on impact. Big walls just disappear before his mighty onslaught — blam!

**SPEARER:** Like a cross between an Archer and a Thrower — their spears can be built up to form bridges, or used to block dangerous areas off.

**MORTAR:** Use to blow up bits of landscape (obviously), but what the manual doesn't tell you is that the Lemming turns around after firing!

**ROPER:** Like an Archer, only there's a rope attached which will allow the other Lem's to walk up/down. Only goes a certain distance unfortunately.

## PLAYING TIPS

**BOOTER:** Will walk on any surface but, what the manual won't tell you is this: When wearing the boots a Lemming can usually walk under water!

**SKIER:** Only of any use on snow-covered landscapes of course, he'll whizz along picking up speed on the downward slopes (and jump off ramps).

**POLE VAULTER:** The best-lookin' Lem in town, you need a darn good run-up before he'll do his thing. When he does, though, he'll go far!

**SLIDER:** A Slider will slip down any vertical surface he meets and hang at the bottom for a second enabling a Shimmier to be selected. Also turns around!

**SHIMMIER:** The wrong pic in the manual, but the right guy to choose if you want a Lemming to leap up and grab the roof, then climb along it!

**ROCK CLIMBER:** Behaves exactly like a normal Climber... until he reaches a 45° overhang! A permanent skill, this Lemming enjoys travel and working with animals...

**DIVER:** Pretty pointless on the whole, but it's often a very good idea to turn a Stacker into a Diver at the top of his column...

**ATTRACTOR:** On selecting this skill, all other Lemmings in the vicinity will stop and dance to the music. Keeps 'em out of harm's way, anyway!

**FLOATER:** Just the same as the original Floaters, this permanent skill will prevent any nasty accidents from occurring at the bottom of long drops...

**SUPERLEM:** SuperLems follow the cursor so they can get just about anywhere... quickly. Revert back to walkers on contact with the ground or the cursor.



## PLAYING TIPS

# THE CHAOS ENGINE

© THE BITMAP BROTHERS 1992-3

The Bitmap Brothers' latest epic is brilliant fun in solo or two-player mode. Either way, the first world's easy enough to complete, but the next is a different kettle of chaos, with loads of possible routes. To help you, here are two magnificent maps of the second world's first two levels.

The key reveals stairs to reach the exit, and also builds a bridge here, so you can get all those bonuses.

As with the left-hand side, the key builds a set of stairs and a bridge in the middle.

Shoot the node to make the pillar disappear.

Collect the left key for loads of goodies. Don't get the right key, as it makes mortars appear on the surrounding walls.

The key removes the pillar just above it.

Keep walking into the round smart bombs to kill the mortars which appear.



**Bubble:** looks just like a few stones on the ground, but catches you unawares when it starts whirling towards you.



**Monster:** these geezers come out from holes which appear in the walls. They're pretty slow, but fire at you.



## PLAYING TIPS

### BADDIES

**Mortar:** can hit you from a different level, so watch out for ones on higher platforms nearby and time your run past them.



**Blob:** these squelchy bouncers reveal bonuses when shot, but watch out — when they explode they can hurt you.



## WORKSHOPS LEVEL ONE MAZE

Pick up key to remove two pillars later on.

You can only shoot one of the pillars to reveal an icon: left = first aid, middle = power-up, right = extra life.

Walk into this block to make it disintegrate.

Collect the phone and the block moves to reveal a gun power-up.

Shoot this gate a couple of times to make it disappear.

Grab this key and silver coins appear all round the block, plus a couple more monsters.

Collect this key to make stairs appear here. Watch out for the monster which emerges from the wall, though.

Get the key to remove this block.

Shooting the node reveals a map and phone — collect the latter to make a bridge appear here.


This key removes the block above.


The surrounding three pillars appear when you first come here. Shoot the central pillar when it changes, to reveal a key. Get this to remove the other pillars again.





## WORKSHOPS LEVEL TWO TRAPS


### COLLECTABLE ITEMS


 **Coins:** either lying around on the floor, or left behind by monsters. Spent in interlevel shop.


 **Food:** eating this replenishes your health by a small amount. The more you eat, the better!


 **Gun Power-up:** this strange-looking item increases your firepower slightly.


 **Key:** comes in either silver or gold colour and opens gates, or removes blocks and pillars.


 **Telephone:** no, you can't dial those saucy chatlines, but it does remove nearby blocks.

 **Restart:** collect this so that if you die, you restart from here. Also resurrects your partner.

 **Shield:** gives you five seconds of invincibility, enabling you to go crashing into monsters.

 **Smart Bomb:** walking into this results in a flash killing all on-screen baddies.

 **Special Weapon:** increases the number of your chosen special weapon by one.

 **Bullet Spray:** not that effective, this sends loads of bullets flying in all directions.

Both doors close when you enter — you have to destroy the monsters to open them again.

Shoot this node to open the exits.

This key opens the gate above the room.

Shoot the node to reveal a crater. Enter this to be transported back to the start, where a new key has appeared. Collect this to reveal stairs to the upper platforms.



This key opens these two walls.

After collecting the restart, this key opens the door to the room — watch out for the golden frog inside. However, if you avoid the restart (by going round the other way), the key also reveals another golden key. Get this and a phone appears — this forms a wall to trap the golden monsters on the left.

Shoot the pillar to open the left gate, then again to open the bottom gate.

Pick up the phone to reveal a passage-way to the left.

Shoot this node to reveal a crater, taking you to just above the left door at the start.

The right key opens the left door.

The left key opens the right door.



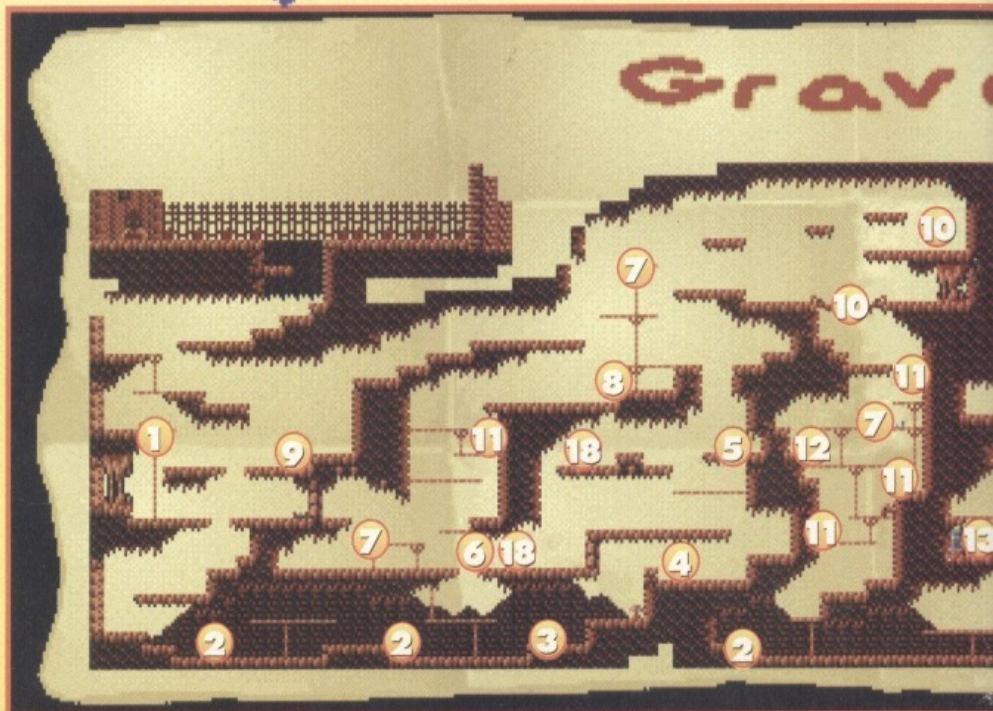
# PLAYING TIPS



Due to popular demand, the **AMIGA FORCE** insomniacs have been up all night to bring you a guide to the third level in Ocean's comical caper — plus all the object combinations for the first three bonus sections, and the cheat!

18

Push the cross into the vampire to get rid of him, so Lee can pass.



Dodge the falling rocks.

1



2

Wait till the water level drops before pushing Lee across. Kick him if the water rises again.



A monster materialises and frightens you.

3



Get too close and the geezer in the barrel grabs you and sends you flying.

5



4

You can leave Lee here.



Get bitten by the vampire to turn (temporarily) into a bat, so you can fly up to unreachable platforms.

6





17



Push barrel right, off the platform to fall on the hooks and open the wall.



Spikes!

15

16

Push candles left, then right to fire the cannon which destroys the wall.



## PLAYING TIPS

14

Push the barrel left off the platform, then onto the hooks to open the wall below.



13

Don't step into the spiked sarcophagus!



12

Collect the whoopee cushion for temporary invulnerability.



11

Watch out for the gargoyles' flames.



10

Grab the boulder and push it left off the platform. It makes a hole in the bridge below, so you can go through.



7

Don't tread on the nail.



9

Avoid the stamping foot.

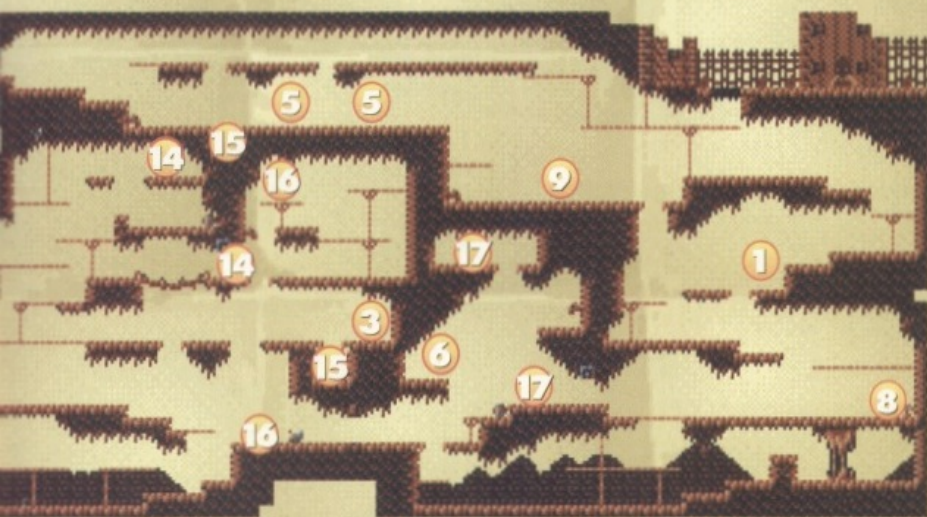


8

Hit the fire-breathing dragon on the head.



e Yard





# PLAYING TIPS

## CHEATWALKER!

**W**e reckon the programmers are fans of the 'Jesus Built My Hotrod' record by Ministry with Gibby Haines, 'coz the *Sleepwalker* cheat mode is just like those weird lyrics:

Type **DINGADINGDANGMYDANGALONGA LINGLONG** on the title screen and the two characters' red noses should turn green. During the game, press the Tab key (just below Escape) to restore full energy and lives, and to automatically collect all the COMIC letters. Tap the Return key to complete the level. On the bonus sections, tap Tab to collect all the combinations and Return to finish.



## THE BONUS SECTIONS

Here are the object combinations needed to reveal all six scenes on each of the first three bonus levels...

## LEVEL ONE



**Lamp Post:**  
LAMP + POSTBOX - BOX

**Manhole:**  
MAN + KEYHOLE - KEY



**Puddles:**  
POODLE - OO + UD

**Lookout Below:**  
LOOKOUT + BELLOW - L



**Dustbin Man:**  
DUST + BIN + MAN



**Pigeons:**  
PIG + EO + NS



**Jack Asp:**  
JACK + AS + P



**Potty Training:**  
POTTY + TRAIN + ING

**(Honey)bees:**  
HONEYPOT - POT + BEE



**Rampant Rhino:**  
RAM + PANT + RHINO

**Action Man:**  
ACT + ION + MAN



**Banana Skin:**  
BANANA + REDSKINS - RED

## LEVEL THREE



**Open Grave:**  
OPEN + GRAVESTONE - STONE

**Coffin Time:**  
COF + FIN + TIME



**Bats:**  
CRICKET BAT - CRICKET + S

**Pumpkin:**  
PUMP + KING - G



**Witch:**  
WATCH - A + I

**Watch Your Step:**  
WATCH + YOUR + STEP



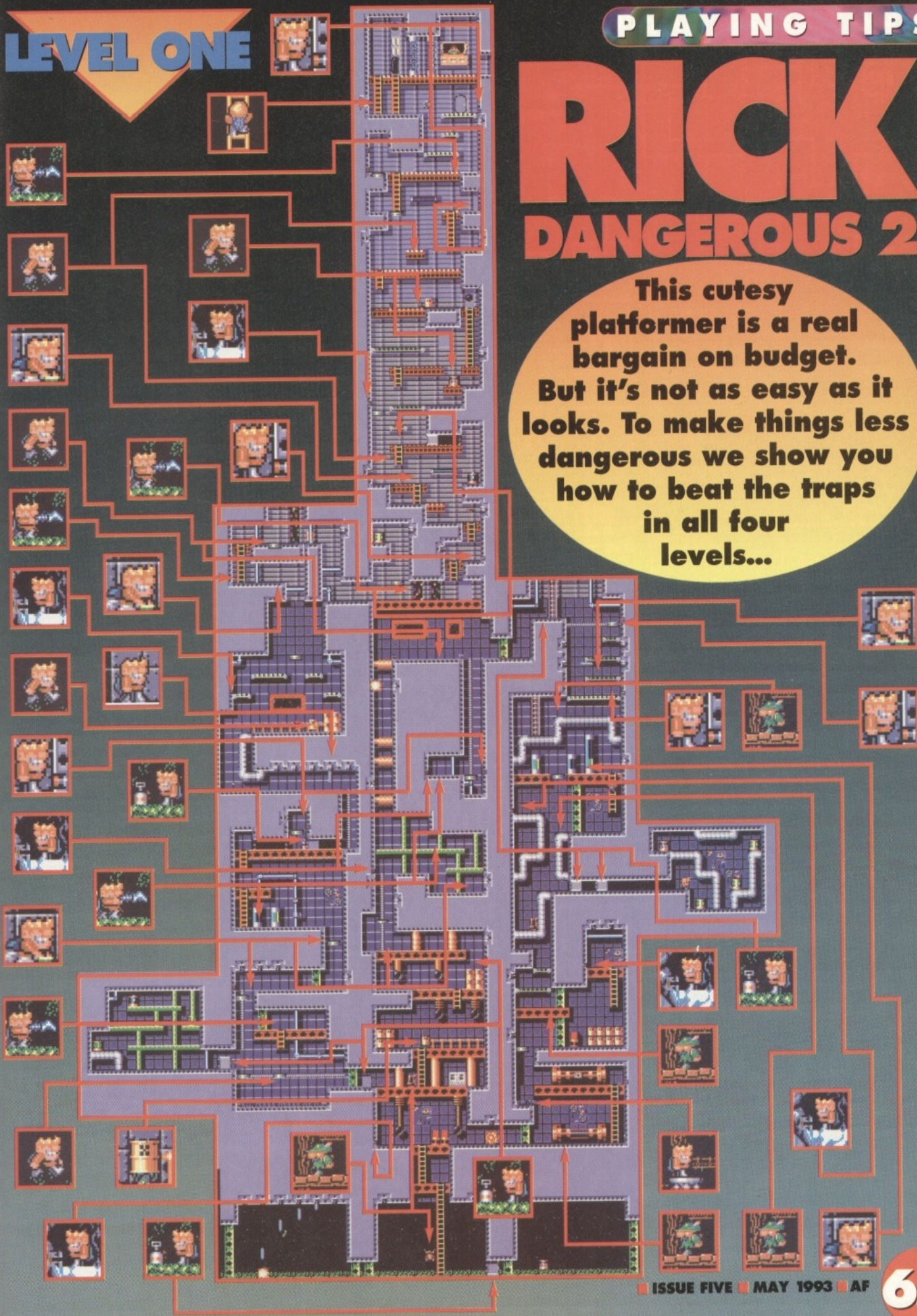


# LEVEL ONE

## PLAYING TIPS

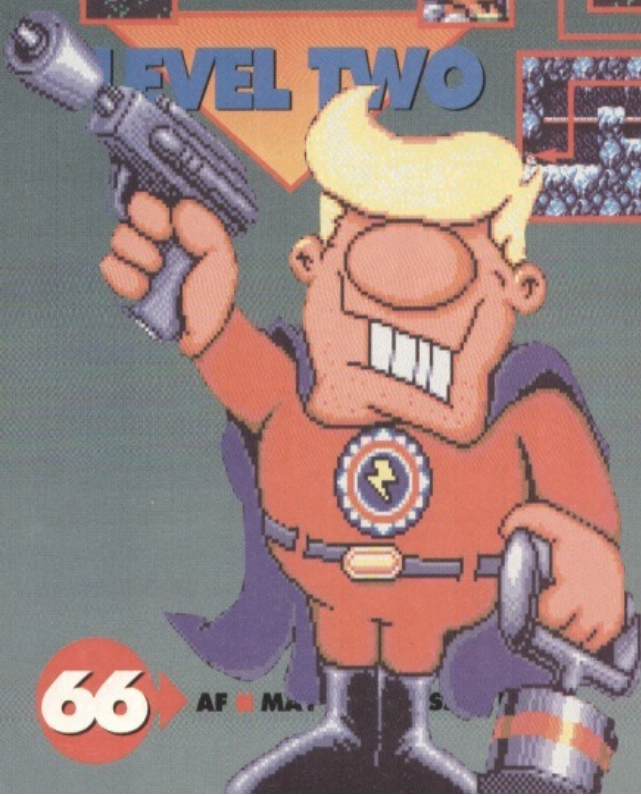
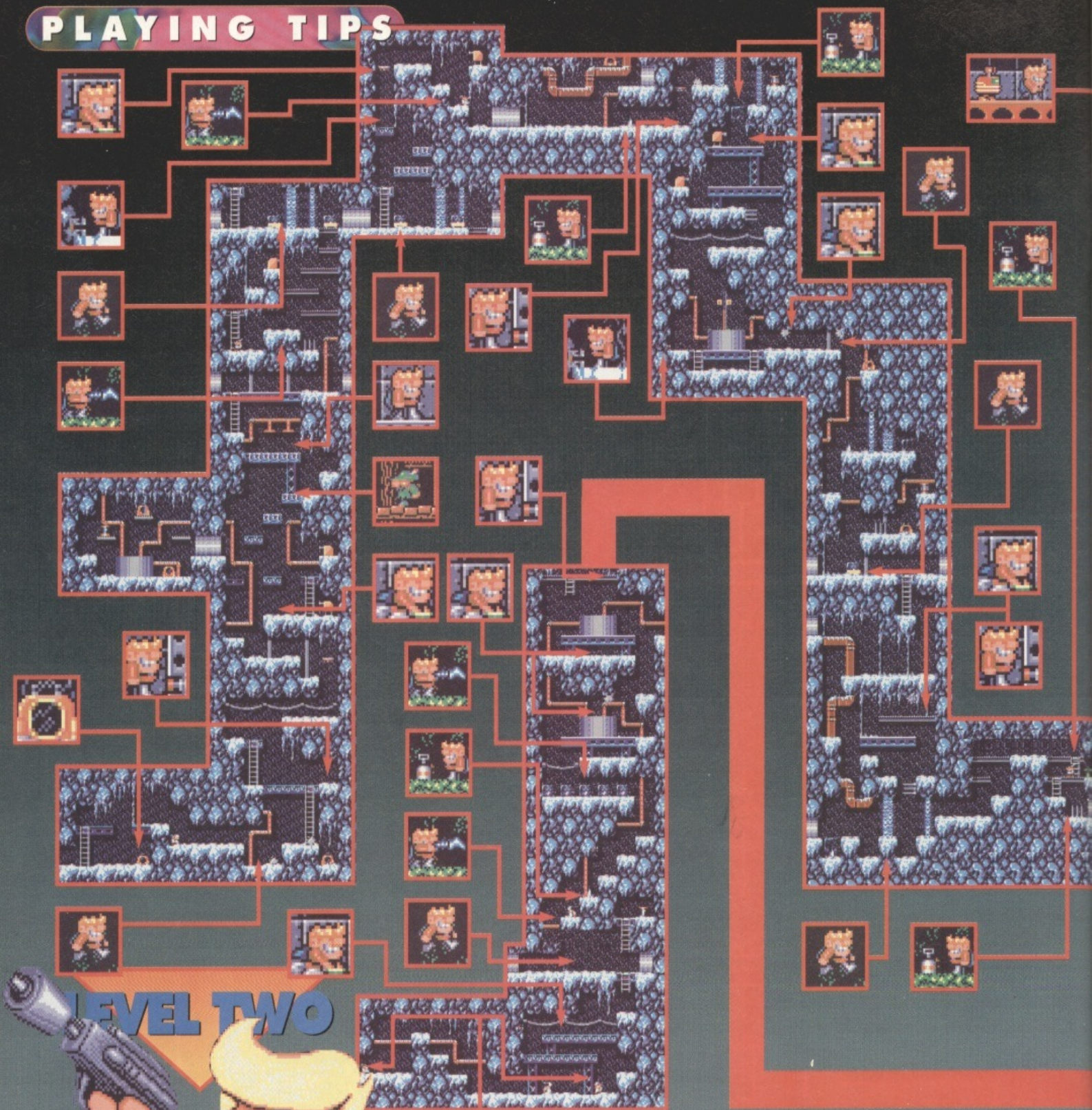
# RICK DANGEROUS 2

**This cutesy platformer is a real bargain on budget. But it's not as easy as it looks. To make things less dangerous we show you how to beat the traps in all four levels...**





# PLAYING TIPS



## LEVEL TWO



**LASERS:** Replenishes your shooting power up to a maximum of six shots.



**BOMBS:** Rick can only carry six bombs at a time, so keep an eye out for these explosives canisters.

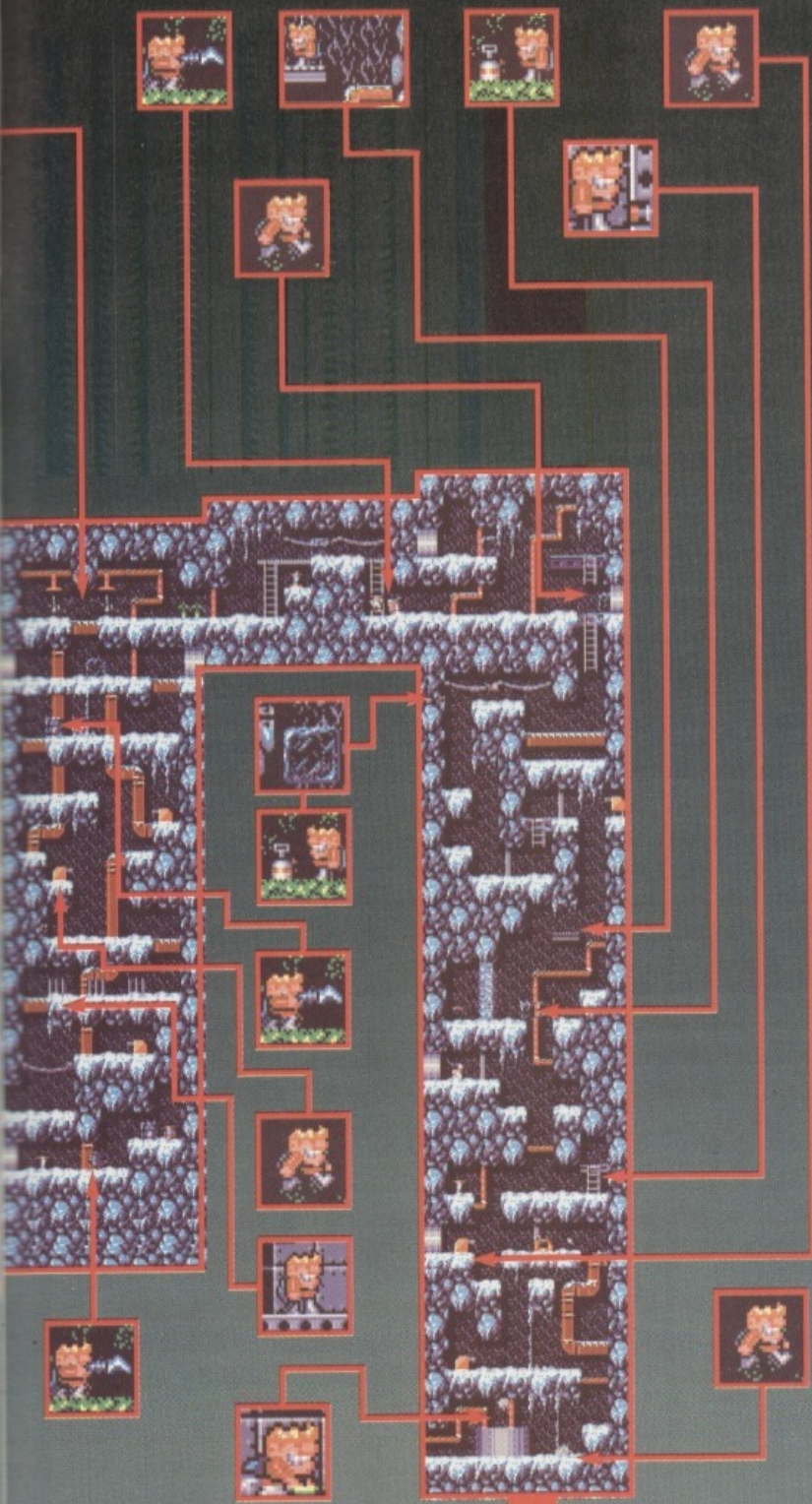


**BONUS POINTS:** Collect these for 500 points a time to bump up that high score.



**RICK'S BIKE:** Just like in Thunderbirds, Rick can hover on this special device to get to parts he couldn't reach.





## ROBOTS:

These mechanical monsters walk around, guarding various parts of the levels.



## NASTIES

**PLANTS:** Fed up with Phostrogen, these hungry plants open up their leaves to swallow Rick whole!



## SPIKE-THROWING PLANTS:

Situated on the edge of the screen, these fire deadly spikes.



## ROCKS:

Just like barrels, these rollers really rock Rick.



**BARRELS:** Roll out the... These bounce at Rick from the edge of the screen.



## BOMB THOSE BLOCKS:

Slide a bomb next to these and your path is clear.



## FALLING BRANCHES:

If these hit you on the nut, you're instantly killed. Ouch!



## WALKING TIN:

Watch out, these are lethal and indestructible.



## SNOWBLOWER:

These fire snowballs which must be avoided. They're also indestructible.



## LASERS:

Lethal to touch, so time you run carefully.



## ICE PENGUINS:

These birds are indestructible — avoid.



## LEAVES:

Fall out of the trees and kill Rick on contact.



## ROTATING SPIKES:

These are highly dangerous — make sure you jump over them or else!



## SWITCH ACTIVATED SPIKES:

Hit the right switch to eliminate them.



## DROPPING SPIKES:

These fall as you walk under — so be quick!



## BOMBABLE SPIKES:

These can be destroyed by sliding a bomb onto them — bang!



## BOMBABLE ICE PENGUINS:

These can be destroyed, but only by sliding a bomb so it explodes near them.



## DISAPPEARING SPIKES:

These illusions disappear when you get close to them, so they're completely harmless — so don't worry.



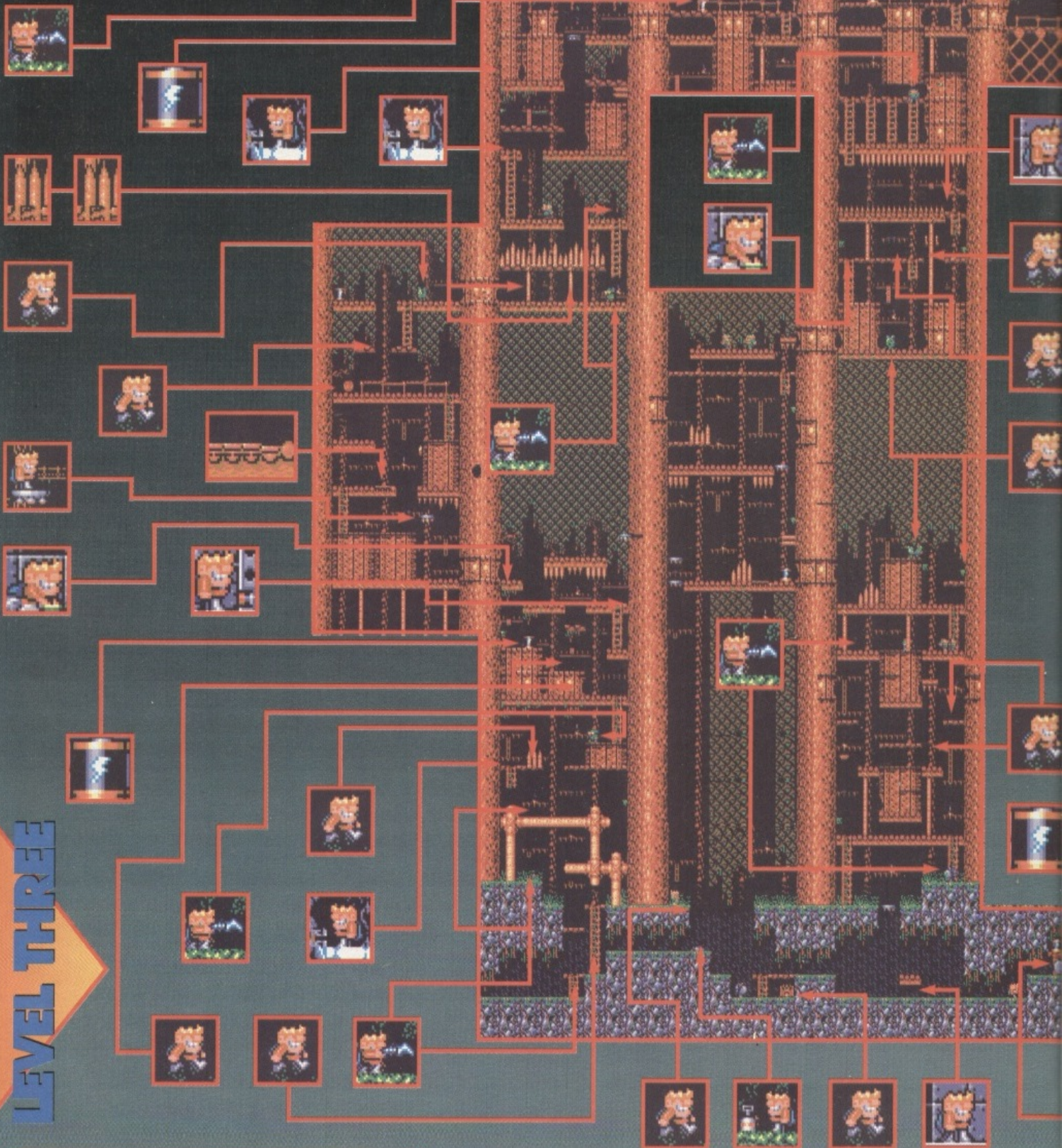
**KILLER ICE PENGUINS:** Unlike their invincible brothers, these can be exterminated with a quick blast.



## COLLECTABLE ITEMS



# PLAYING TIPS



## LEVEL THREE

### DANGEROUS RICK

Rick's a tricky Dicky and he's got a lot of hankies (and tricks) up his sleeve! He can bomb, shoot, run, jump, hit switches, trampoline, crawl and even die! The icons on our marvellous maps (compiled by M Jackson!) show you what to do at each point — here's what they all mean...



**RUN:** Time to leg it away from baddies.



**JUMP:** Rick's an agile little fella and can jump quite a way, over nasties, gaps, spikes and onto all those platforms (including invisible ones — shown on the maps).



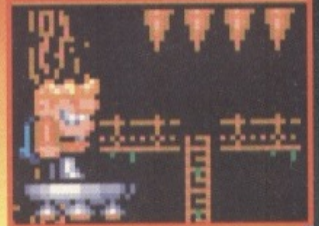
**LADDER CLIMBING:** Ladders are often the only way up to higher platforms. As with lifts they're often useful as safe havens from baddies, from which you can plan and time your next evasive actions.



**TRAMPOLINE BOUNCING:** If there are no lifts or ladders, this is the only source of upward transportation available ... bounce, bounce.



**LIFTS:** Take Rick up to higher platforms that he can't jump to. Can also be used to dodge hazards.



**SLIDE/DROP BOMBS:** Rick can slide bombs off ledges and along tunnels to kill robots or destroy blocks in his way.



**HIT SWITCHES:** Rick kicks switches to turn off lasers, activate lifts and remove spikes.



**DODGE:** Watch out for robots and lasers. Time your running and jumping accurately to dodge them.



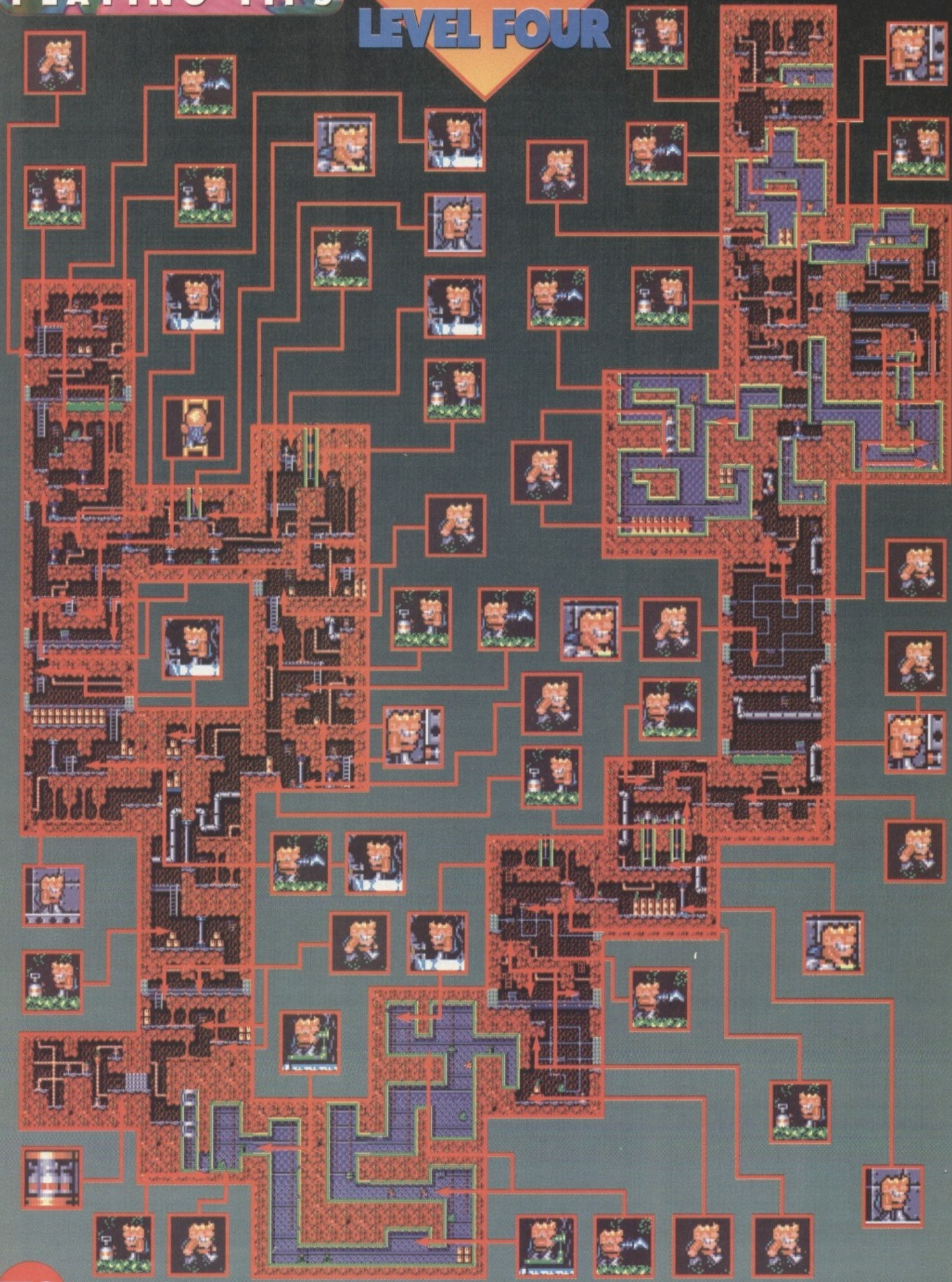
**SHOOT:** Rick can hold six laser shots at a time — he needs to collect more along the way. They're the easiest way of killing baddies.



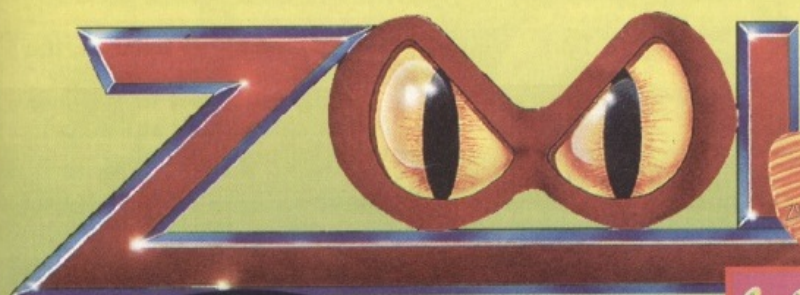


# PLAYING TIPS

## LEVEL FOUR







**Following on from Issue 2's mega maps, here are the tips for all six worlds — including the locations of entrances to those four hidden shoot-'em-up levels.**

## CHUPA CHEAT

On the intro sequence (after copy protection), type **GOLDFISH**, then press **F1-F6** to select the world to start on. During play, press: **1** — for a shield; **2** — skips to next stage; **3** — skips to next world; **4** — ends Zool's current life.

## SWEET WORLD



**1.1** Zool's flying sword attack can destroy some Lollipops for

bonuses. The first wall to the right of the second restart point can be punched through for a super bonus.

Just above the second restart point there's a vertically moving platform — jump on it to reach an extra life.

### 1.2

If you pick up a shield, move as fast as you can towards the exit. Watch out for large drops with spikes at the bottom.

### 1.3

Punch the first and third 'Hit' boxes for bonuses.

There are two possible ways to defeat this level. Either take on the big baddie (stand at the left of the screen, leaping up to avoid his bombs whilst shooting him rapidly).

Alternatively let the timer run down to 50, then punch the first right wall at the start of the level. You enter a secret room containing, bonuses, extra time, lives and a level exit.



## MUSIC WORLD

### 2.1

The small remote controls are the restart points. Use flying sword attack to destroy speakers for bonuses. Jump up into the bell to use it as a shield — press fire to break out.

**Hidden Level 1:** About a screen above the first restart point is an invisible entrance to the first bonus shoot-'em-up.

**Hidden Level 2:** On the first piano, play the *Close Encounters* tune (Grey, White, Black, Red, Green) to enter another bonus blaster.

### 2.2

On the first piano, play Brown, Yellow, Red, Orange and Green notes to create a large note. Jump into this to reach a bonus room. Play Brown, Orange, Green and Dark Blue on the same piano for an extra life.

At the next piano play Red, Yellow, Light Blue, Dark Blue. Another large note appears — jump on it to be carried up to the exit.

### 2.3

Go as fast as possible as you don't have much time. To kill the guitar monster, shoot it while its eye's open. Stay near the screen's left edge, dodging lightning bolts and destroying fruit.



## FRUIT WORLD

### 3.1

Bananas act as restart points. Gain bonuses by crouching down and pulling radishes from the ground, and by cutting the tops off some carrots. Stand still and keep destroying falling grapes to replenish health.

Work your way along the top of the level, as near the end you'll find an extra life.

### 3.2

Punch through the first right wall to gain lots of bonus points. Bounce on can lids to reach bonuses and an extra life. At the hole filled with bonuses in a 'V' shape, punch through the left wall for extra bonuses.

### 3.3

Punch through the first low right wall to gain bonuses. Punch the next big left wall (by a tree) for even more. Bounce on the fruit-can lids to gain an extra life.

To kill the big banana, first shoot the (indestructible) alarm clock to wake him up. Stay at the left of the screen while shooting rapidly.

## TOOL WORLD

### 4.1

The blocks of wood with nails in them are restart points. Darker shades of wood lead to bonus points.

**Hidden Level:** Go right from the start until you reach the first wooden platform. Take Zool to the top and jump left from the far left edge of the wood to enter the third shoot-'em-up level.

### 4.2

It's very hard to gain enough bonuses on this level, so try not to miss any.

### 4.3

Search the early part of the level for as many bonuses as possible — they get much scarcer further on.

When you meet the boss monster, go for his eyes. If you've got enough energy it's worth sacrificing a couple of hits to get several attacks in on the drill.

## TOY WORLD

### 5.1

Remember you can only stand on red and green blocks, not blue or orange.

**Hidden Level:** Travel right from the start until you reach the giant bonus panda. Jump onto the left blue column and jump left: you'll hit the hidden entrance to the final shoot-'em-up.

### 5.2

Just be careful, use the restart points, and you should find it quite easy.

### 5.3

When you arrive at an area containing several similar-looking holes, drop down the sixth one to progress.

To kill the robot boss, shoot at his head but

watch out for when he opens his chest to shoot back.



## FAIR WORLD

### 6.1

Let the hammer monster hit the base of the bell machine to fling Zool upwards.

### 6.2

If you come to a dead end, hang around a while and a balloon should arrive to carry Zool onwards.

### 6.3

If you see bonuses you can't reach, look around for a balloon to lift you up.

To complete the Zool arcade machine, keep jumping on the red button. When an obstacle appears, walk onto the white button (to jump over it), then carry on jumping on the red button. Complete the machine earns you three lives.

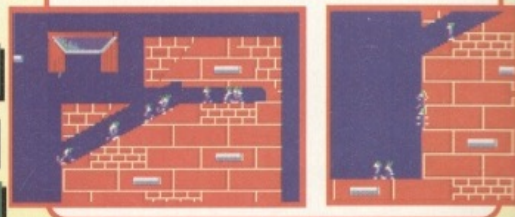
To destroy the evil clown, stand on the first platform, duck down and shoot him in his large central eye.



# Lemmings LIFELINE

4

When the miner finishes, the other Lemmings should be able to fall safely to the floor — if not, you didn't start him digging early enough!



5

Turn the first guy into a climber, plus another Lemming about the length of the floor behind.



6

After he scales the first wall, make the first climber into a basher.



7

The second climber should catch the first near the end of his bashing and turn round...



8

...Make him a miner at this point and he should finish digging at the bottom of the wall, so the other Lemmings can walk up the slope to the exit. (Too late and he continues digging through the floor; too early and the other Lemmings can't get up.)



At least one reader has the 'sanity and peace' returned to her 'fraught household' this month. Dr Moya Dean of Chatham has been driven round the bend for three months by the aptly named *There's Madness In The Method* on the *Oh No! More Lemmings* data disk. She's convinced that rescuing the required 100% is impossible — not so, Doc: we know how it's done! If you're stuck on any *Lemmings* level, please write to: **Lemmings Lifeline, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Don't forget to enclose your name and address, plus the name and code of the level (either from the original game, *Oh No! More Lemmings*, or even *Lemmings 2!*).



## THERE'S MADNESS IN THE METHOD

(Havoc 5; Code: TFLGAHVFFL)

It's not that hard to see how to get most of the Lemmings to the exit. The real difficulty in this level is that you need a 100% survival rate, so your two stoppers are out of the question: the key is in turning Lemmings round without using these...



3

Wait till there are no other Lemmings near, before changing the basher into a builder: he stops burrowing and turns round.



1

Turn the first Lemming into a basher.



2

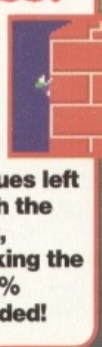
Immediately after the next Lemming turns at the end of the tunnel, turn him into a miner (diagonal digger).



9

## SUCCESS!

The miner walks right, climbs up the wall, turns round at the end of the tunnel, and continues left to eventually reach the exit, making the 100% needed!



## LEMMING LAMENT?

We've helped you solve some terminally tricky *Lemmings* levels in the past few months, so now maybe you can help us with a problem. Several readers have written in asking us to solve Tricky Level 14 on the original *Lemmings*, entitled 'Lemming Lament'. Yet on our version of the game, this level is called 'MENACING!' (using codes IOLICMOMEX, HMDMCIOMEM, or KMEICOOMES), and we don't know of any other level fitting the description (only one basher and miner, no diggers, not many builders, and a steel girder). Can anyone solve this mystery?



# CUT-OUT 'N' CHEAT!

## CHEAT CARDS

Snip away those 'lost tip' blues — cut out our special cheat cards and keep them with your disks! You need never misplace another tip...

**amiga**  
**FORCE** **ALIEN BREED '92**



**amiga**  
**FORCE** **ARKANOID 2**



**amiga**  
**FORCE** **ASSASSIN**



**amiga**  
**FORCE** **BUBBLE BOBBLE**



**amiga**  
**FORCE** **BUNNY BRICKS**



**amiga**  
**FORCE** **CAPTAIN DYNAMO**



**amiga**  
**FORCE** **CARRIER COMMAND**



**amiga**  
**FORCE** **ELITE**



**amiga**  
**FORCE** **FIREFORCE**





# CHEAT CARDS



1. ALIEN BREED '92
2. ARKANOID 2 — REVENGE OF DOH
3. ASSASSIN
4. BUBBLE BOBBLE
5. BUNNY BRICKS
6. CAPTAIN DYNAMO
7. CARRIER COMMAND
8. ELITE
9. FIREFORCE



## ASSASSIN (Team 17)

One of the most agile characters ever makes this arcade-adventure/platform/blaster something special.

Type your name into the high-score table as MIDAN. When you die, you'll restart on the last level reached instead of going back to the start.

## ARKANOID II — REVENGE OF DOH (Hit Squad)

Insert the disk and keep the left mouse button pressed while it loads. You'll now see the title screen for RoboCop. On the high-score table, type DEBBIE S for infy lives (note — this doesn't work on every version of the game), hold down the function keys for a hidden message, and to use the continue mode type ROBOCOPPETER on the title screen.

Alternatively type MAGENTA on the title screen with the Caps Lock on. You can then use the S key to open the gates to the next level. Try typing DALEY instead of magenta too.

## ALIEN BREED '92 (Team 17)

On the INTEX screen, type the following for some interesting effects (the words don't appear as you type them, note):

AHH BUT WILL SHE SWALLOW IT ALIENS ARE BEN- DERS ALIENS LIKE MICHAEL BOLTON BANK RAID ELVIS MODE F*** OFF HARD BASTARDS I JUST LOVE TEAM 17 SOFTWARE	JANUARY SALE ON NOW JESUS THIS JIM BEAM IS GOOD STUFF JUST CALL ME MOGGY KATRINA HAS FART- ED AND ITS A BEAUTY KEY TO THE CITY KNACKERED JOY- STICK MR YALE OR WHAT	PC EMULATOR SALMAN RUSHDIE PLAYS ALIEN BREED ST EMULATOR ST USERS STEVE WONDER THE BRAGUIS MADE THE WEAPONS WHY NOT CALL ME MOGGY AS WELL WON THE POOLS
---	--	---

## CAPTAIN DYNAMO (CodeMasters)

A fair vertically scrolling platformer, this budget game's a lot better than its 8-bit counterparts. Type PURPLE RAIN on the high-score table for infinite lives. You can then use + and - to skip levels.

## BUNNY BRICKS (Simarilis)

Baseball meets *Breakout* meets bunny rabbits? Surely it can't work? Eight out of ten purchasers said it didn't... To skip levels hold Alt, Ctrl, Right Shift and N simultaneously.

## BUBBLE BOBBLE (Hit Squad)

Superbly playable predecessor to *Rainbow Islands*. Great fun with two players. The cheats are simple: just press F1 to advance to the next screen; F2 to advance six screens; F3 to advance eleven screens.

## FIREFORCE (ICE)

This enjoyable shoot-'em-up is very realistic, especially where ammo's concerned. For an infinite supply of grenades, bazooka rockets, or M203 grenades, try this...

Start the level with just one of the chosen weapon (eg a bazooka rocket), arm the weapon, and press and hold the fire button so the weapon isn't fired. Still holding fire, press Esc. When you visit the armoury you can select an infinite supply of the relevant weapon (eg grenades).

## ELITE (Rainbird)

When asked for the password in the manual, type SARA, then the correct word. During play, press + on the numeric keypad (sorry, A600 owners) to enter the cheat screen. Change the following numbers to

01: 32 — docking computer	3C — ECM jammer
24 — ECM	2F — energy bomb
28 — beam laser	34 — galactic hyperdrive
26 — pulse laser	36 — mining lasers
2C — escape capsule	38 — military lasers
	3F — cloaking device.

## CARRIER COMMAND (Kixx)

Another blistering budget bonanza, if you're not content with the cheat we printed in Issue Three, try this for size... Pause the game and type THE BEST IS YET TO BE. Pressing '+' on the keypad (sorry, A600 owners) will now make your craft invincible.



# CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!



## CHEAT CARDS



**amiga**  
**FORCE** **FLYING SHARK**



**amiga**  
**FORCE** **GOBLINS**



**amiga**  
**FORCE** **GREMLINS 2**



**amiga**  
**FORCE** **HERO QUEST**



**amiga**  
**FORCE** **HUMANS**



**amiga**  
**FORCE** **IK+**



**amiga**  
**FORCE** **IVANHOE**



**amiga**  
**FORCE** **WINDMILL SNOOKER**



**amiga**  
**FORCE** **LETHAL WEAPON**





# CHEAT CARDS



10. FLYING SHARK
11. GOBLIINS
12. GREMLINS 2
13. HERO QUEST
14. HUMANS
15. IK+
16. IVANHOE
17. JIMMY WHITE'S WHIRLWIND SNOOKER
18. LETHAL WEAPON



## GREMLINS 2 (Elite)

Another Steven Spielberg epic, with lots of cutesy baddies and an irritating American kid who makes you want to barf. The game's a bit iffy too...  
For infy lives enter your name as SINATRA on the high-score table.

## GOBLIINS (Coktel Vision)

Following our full solution of the sequel, here are the original's later level codes:

- |              |              |
|--------------|--------------|
| 10 — LQPCUJV | 16 — TCVRQPM |
| 11 — HNWVGKB | 17 — IQDNKQO |
| 12 — FTQKVL  | 18 — KKKPURE |
| 13 — DCPLQMH | 19 — NGOGKSP |
| 14 — EWDGPNL | 20 — NNGWTTT |
| 15 — TCNGTOU | 21 — LGWFGUS |
| 22 — TQNGFVC |              |

## FLYING SHARK (Firebird)

A mega conversion of a reasonable coin-op, this one should have you blasting away into the wee small hours of the morning.

On the high-score table, hold down 5 and type one of these codes:

- HSC — turns screen black.
- JGL — gives super shots.
- KDJ — infinite flying sharks.
- RAB — invincibility.
- RLH — for a shooting smile.

## INTERNATIONAL KARATE + (Mik Squid)

An exceptional beat-'em-up, and a steal at budget prices. If you haven't got a copy yet, you don't know what you're missing.

For some amusing responses, try the following: FREZ, PAC, FISH, BIRD, PERT, ANBK, ANGL, EDHK, FOOK, GLZP, SHAH, SIMR, STEW, SUNL, TOTO. If you're really brave, try a few four-letter swear words too!

## HUMANS (Mirage)

Yet more level codes for this Lemmings-style puzzler:

- |                   |                     |
|-------------------|---------------------|
| 15 — RED DWARF    | 55 — CONSOLIDATED   |
| 20 — SMART        | 60 — PROMISED LAND  |
| 25 — JIMS TIES    | 65 — A34732473      |
| 30 — MALCY MALC   | 70 — NIN            |
| 35 — MAD FREDDY   | 75 — LORDS OF CHAOS |
| 40 — BANANNA MOON | 80 — BYE BYE BYE    |
| 45 — VIVIAN       |                     |
| 50 — RANGERS      |                     |

## HEROQUEST (GBN Gold)

Flawed but playable, this RPG-for-the-masses should keep even the most ardent joystick jugglers happy.

Save your dosh until you can afford a missile weapon. When you've got one, shoot at the monsters through open doorways. They won't shift until you enter the room, so you can kill a fair without taking any risks.

## LETHAL WEAPON (Ocean)

During play, simultaneously press: Alt, Y and I — turn off sprite collision; Alt, Y and K — increase ammo; Alt, Y and L — increase lives; Alt, Y and M — remove sprites and platforms; Alt, Y and N — replace sprites and platforms; Alt, Y and Q — 'game completed'; Alt, Y and any key from 1 to 0 — access other areas.

Mission codes: 1 — KUIRFR; 2 — BEIFCF; 3 — RSRKBA; 4 — LYLUSA

Jump on the notice board next to the Mission One entrance and press 'up'. You enter a secret room with four free lives in it. After doing this, enter a code as BMSIPR to advance to the last level with eight lives.

## JIMMY WHITE'S WHIRLWIND SNOOKER (Virgin)

An ace baize basher that proves beyond all doubt that computer snooker isn't a load of balls.

Enter the trickshot mode and press F7, then F4, and finally F1. Return to the control menu, access demo mode and there should be a new option — 'Make a 147 break'. Select this to see the computer play like ol' Jimmy.

## IVANHOE (Ocean)

Another day, another dollar, another medieval epic... and another cut-out-and-cheat (hurrah)!

For extra lives pause the game and type ZOBINETTE. You can now press ',' for an extra life or 'N' to skip the level.



# CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS



## MENACE

### amiga FORCE LOTUS 3



### amiga FORCE MENACE



### amiga FORCE NIGHT & MAGIC 3



### amiga FORCE MOONSTONE



### amiga FORCE NICKY BOOM



### amiga FORCE NIGHT BREED



### amiga FORCE NINJA WARRIORS



### amiga FORCE PGA TOUR



### amiga FORCE POPULOUS





# CHEAT CARDS



19. LOTUS 3
20. MENACE
21. MIGHT & MAGIC 3
22. MOONSTONE
23. NICKY BOOM
24. NIGHT BREED
25. NINJA WARRIORS
26. PGA TOUR
27. POPULOUS



## MIGHT AND MAGIC III

(New World Computing)

An RPG that excels in every department. Perhaps it's not too original, but what the heck? We're talking quality here! Here's some codes to use in the teleporter:  
HOME, SEADOG, FREEMAN, REDHOT, AIR, WATER, FIRE, EARTH.

## MENACE

(Sizzlers)

This cheat's a bit risqué, but hey, don't blame us — we wrote the magazine, not the program!

Type

XR3ITURBONUTTERBASTARD (no spaces) for the full quota of weapons. You can do this as often as you like.

## LOTUS III

(Grenlin)

And you thought burning rubber was a fire in the W H Smiths stationary section...

Type

GAMESMAST into the code box for a special course.

## NIGHT BREED

(Hit Squad)

A bit of an iffy outing, but at least you don't stand to lose a packet now it's on budget.

Type RISEN FROM THE DEAD for infy lives.

## NICKY BOOM

(Microids)

Getting bored playing the same old levels over and over again? Want to see what the rest of the game has in store without playing it through? Try these level codes...

- |            |            |
|------------|------------|
| 1 — MEDIT  | 4 — ARRAX  |
| 2 — KRATTY | 5 — JANIR  |
| 3 — MIRTES | 6 — TRINOS |
| 7 — SIXAN  |            |

## MOONSTONE

(Mindscape Classics)

Superlative hacker-come-RPG reviewed this very ish and an essential purchase for gore fans.

Enter Stonehenge and click on Strength for an extra life.

## POPULOUS

(Electronic Arts)

Ever wanted to play God? Imagine what you could do — lay waste to vast lands, make the mountains crumble into the sea, give Jeremy Beadle's father a condom on the night of his conception... or you could just play *Populous*.

Fill the landscape with the maximum 200 people to get one of three hidden monsters.

## PGA TOUR

(Electronic Arts)

Still the best golf sim around, it's much easier to get into the swing of than *Nick Faldo's*.

Ever wished those computer players would stop getting all those birdies? Well, before playing the first hole, click the button for the tournament statistics and look through them all. When you play the game, your computer opponents should keep dropping shots.

## NINJA WARRIORS

(Virgin)

Complete the first level without using a cheat and without killing a hunchback, and you get a new baddie at the end of Level Two. Just for good measure, here's a cheat we missed out of Issue Three's cut-out coupon; during play press caps lock and type SNOW WHITE to turn your dude into a dwarf.



# CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

## CHEAT CARDS



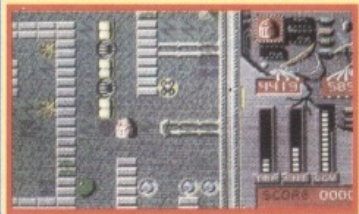
### amiga FORCE POWERMONGER



### amiga FORCE PROJECT X



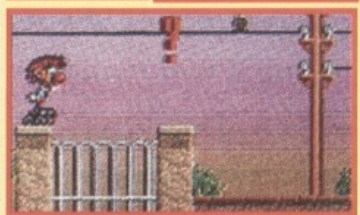
### amiga FORCE QUADRALIEN



### amiga FORCE ROAD RASH



### amiga FORCE ROLLING RONNY



### amiga FORCE SDI



### amiga FORCE SPACE CRUSADE



### amiga FORCE STREET FIGHTER 2



### amiga FORCE STORMBALL





# CHEAT CARDS



28. POWERMONGER
29. PROJECT X
30. QUADRALIEN
31. ROAD RASH
32. ROLLING RONNY
33. SDI
34. SPACE CRUSADE
35. STREET FIGHTER 2
36. STORMBALL

28 29 30  
31 32 33  
34 35 36

## QUADRALIEN (Pocket Power)

A strange maze puzzler that's not too bad considering the extremely low price tag.

Here are some level codes:

2 — 170961

3 — 010655

Core — 610169.

## PROJECT X (Team 17)

This classy shoot-'em-up is on the hard side. Level 2's final guardian is particularly tricky, but can be beaten with this cheeky 'cheat' — as long as you're armed with side shot and homing missiles. When the guardian appears move straight to the top-right corner of the screen. Stay there and keep the fire button held down to destroy the big baddie.

## POWERMONGER (Electronic Arts)

Not as good as *Populous II* but still a fascinating 'god game'.

To invent things really quickly, click on 'invent' and, when your men leave, click on it again. You should get a catapult almost instantly. Note that this cheat only works once on each island, though.

## SDI (Activision)

Reagan's 'Star Wars' nuclear-defence plan was turned into this playable game: a sort of souped-up *Missile Command*.

Shoot all the swirling pods, then enter your name in the high-score table as ALERIC. You can now use the function keys to skip levels.

## ROLLING RONNY (Virgin)

If I hear one more game described as consoleque, I'll eat my Amiga. I mean, computers have been doing this for years — what's the big deal?

Enter TRACTOR on the high scores table for infy energy. You can fly now, too...

## ROAD RASH (Electronic Arts)

This classic biking game lets you beat your rivals... literally! If (after last month's codes) you still can't win, try this.

To reach Level 2 with a Diablo bike and £41 million, enter the code: 21132 011H7 VUKBE 27QAG.

## STORMBALL (Millenium)

Love it or hate it, with CUT OUT 'N' CHEAT you can easily beat it!

Type LET ME WIN during play — we won't insult your intelligence by spelling out what it does.

## STREET FIGHTER II (US Gold)

This cheat requires a second disk drive, but allows you to control one of the big four baddies...

Don't insert disk 2 in your second drive when loading. Play the solo game and, when you fight the baddie you want to be, eg Vega, let yourself be killed. Now select two-player mode and select E Honda for player 2. As long as player 1 doesn't select Ryu, he'll control the relevant big baddie (eg Vega) in the contest.

## SPACE CRUSADE (Gremlin)

A superb arcade/strategy game in the *Heroquest* mould. Now it's packaged with the data disk, there's no reason for you not to have it (unless you hate it).

When attacked hit Escape repeatedly to reduce the attacker's score.



# JOIN THE A-TEAM EVERY MONTH!

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## LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is the two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



## THREEBIES!

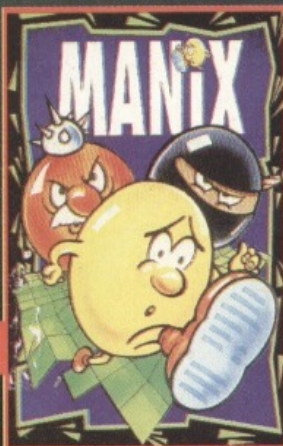
## SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



## MANIX

■ A souped-up variation of the classic Q-Bert coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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■ I want to join the rapidly growing AMIGA FORCE army. I understand I must be of sound mind and prefer purely games reviews and tips — and no techno-babble. I don't have an attitude problem and I can't wait to get my hands on the explosive equipment every gamer needs: that's a year's supply of AMIGA FORCE, please!

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NEXT MONTH

# FORTHCOMING ATTRACTIONS!



## WE GO ON STRIKE!

■ **Desert Strike** from Electronic Arts that is! Will it blow the Megadrive version outta the skies? Find out on the 20th...

## COME FLY WITH US...

■ Microprose's magnificent *B17 Flying Fortress* arrived just in time for review this issue, sadly though the day-and-a-half in which we had to playtest and review it wasn't, we felt, anywhere near long enough for us to do the game justice (you'd be hard

pushed to read the manual in that time, let alone play the game!). So look out next issue for an in-depth report...



## LET'S RAGNAROCK!

■ This month we give you the poster, next issue you'll have the review! Seriously though (queue hushed silence), the copy of *Mirage's Ragnarok* which we received was, although well programmed, way too easy to beat. As a result, the gameplay is being tweaked as we speak (so to speak), so you'll have to hang on till next month for a proper review... and tips! Needless to say, any reviews you've already read have been of an incomplete version — will they ever learn?!

**AMIGA FORCE  
ISSUE SIX  
ON SALE  
MAY 20**

**amiga  
FORCE**

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RESERVE!**

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Hi! Just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amigamegatastic affair it is! So...

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Just in case you didn't know, **AMIGA FORCE** is published by Europress Impact, and distributed by COMAG. Thanks!

## COMPETITION WINNERS!

### ISSUE 1

#### THE FREE AMIGAS

■ **The Answers:** C, A & C  
■ **Winners:** Mr J Scott, Chippenham, Wiltshire; F Johnston, Manchester; Andrew Davies, Swansea, S Wales.

#### TOP 100 BUDGET GAMES

■ **The Answers:** Ben Nevis, Bob Hoskins, Bangkok, Lewis Carol, Mark Kendrick, Tolkien, India, 66, 100, Phil King, Brazil, vert, four, Marion Morrison, four, monastery, three, cat, set, eight, no, 24p, 36, Nile, 45, 26, Churchill, wrestling, Genesis, 16, Compact Disc, red white & green, 33, New York, iceberg, Sahara, black, Eddie McKendrick, Public Domain, BBC1, Bob Holness, no, Saturn, daffodil, England (of course!), John Pertwee/Patrick Troughton/Sylvester McCoy/Tom Baker etc, Harry or William, Los Angeles, school, Pudding Lane, Harrison Ford, Leonardo Da Vinci, Australia, six, Dennis, Wiltshire, Spain, gun, no (a bell), Tigger/Christopher Robin/Piglet etc, James Callaghan, 1977, Boy George, cub, Kelvin McKenzie, 007, 100, yes, Holland (or Netherlands), Boeing, Belgium, Nightmare On Elm Street, three, Gilbert and Sullivan, Italy/France/Spain/Portugal etc, motorcycles, The Doors, golf, mankind, Steven Spielberg, torch, Egypt, Clint Eastwood, yes, Dudley Moore, Mexico, cookery, E=mc2, 3.5 inches, wine, yes, ten, XI, 25, yes or no, one, California, Dave Lee Travis/John Peel etc, The Magic Roundabout, yes.

■ **The Winner:** Mrs G Anderson, Sheffield.

### ISSUE 2

#### THE WINNER TAKES IT ALL

■ **Answers:** 1) BLASTEROIDS 2) STREET FIGHTER 3) HEROES OF THE LANCE

■ **1st Prize Winner:** James Hobbs, Brentwood, Essex.

■ **Runners Up:** Alastair Allen (*Axel's Magic Hammer*), James Cannings (*Stunt Car Racer*), Michelle Solomon (*Fimbo's Quest*), Mr G Miller, Tingley (*Rick Dangerous*), Steven Cox (*Stunt Car Racer*), Chris James, Lancashire (*Future Wars*), John Robert Harland, Co Durham (*Turrican*), Martin Wilson, Hull (*Fimbo's Quest*), Rhodri Clarke, Monmouth (*Indy Adventure*), Hugo Wilkinson, Brockley, London (*Indy & The Last Crusade*).

#### WIN THE WAR

■ **Answer:** C

■ **Winners:** Emma Hvass, Coventry; Stephen Fry, Swanscombe, Kent; Kris Hartley, Tyne & Wear; Robert Turnbull, Perthshire.

#### GRANDSLAM COLLECTIONS

■ **Answer:** Arnold Schwarzenegger.

■ **Winners:** Stephen Bayliss, Warwickshire; Stephen Fry, Kent; A Walker, Blackburn; Martin Delany, Glasgow; Alasdair Johnston, Isle Of Sky; Steven Meddings, Sutton Coldfield; Karen Sheen, Northampton; Steve Morris, Billington; Dean Betts, Edenbridge; Iain Bell, Pitmedden; Darren Wesby, Thrapston; Pete Holloway, Coventry; Ben Carlson, Cardiff; Peter McCleery, Co Down; Mr & Mrs I Folan, St Albans; Mr J Russell, Hull; Michael Harbottle, Angus; D Ashford, Bedford; Chris Coyle, Woodley; Chris Warnock, Doncaster.

#### WIN A REPLAY!

■ **Answer:** Red.

■ **Winner:** J Williams, London.

### ISSUE 3

#### PLAY IT AGAIN (AND AGAIN!) SAM...

■ **Answer:** Twinkle Twinkle Little Star

■ **1st Prize Winner:** Jonathan Daley, Stoke-On-Trent; Christopher Leburn, West Sussex.

#### YOU CAN STICK IT COMP

■ **Answers:** C, C, C

■ **Winners:** 108 Konix Joystick winners list available upon request (send SAE).



# Eagle Software



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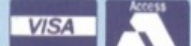
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